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CODE: Veronica

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THE **#1**
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TIPS
MAGAZINE

JUNE
No. 64
2000

I-SPY

Operation Espionage

TOP-SECRET FILES!

SELECT GAME PREVIEWS

The World is Not Enough

Summoner

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Ultimate Fighting Championship

Tony Hawk's Pro Skater 2

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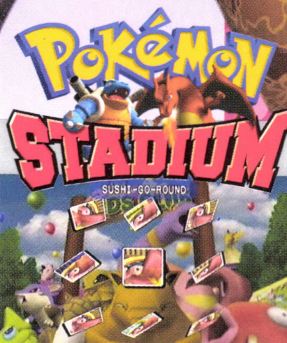
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Secret Codes

Mr. DRILLER

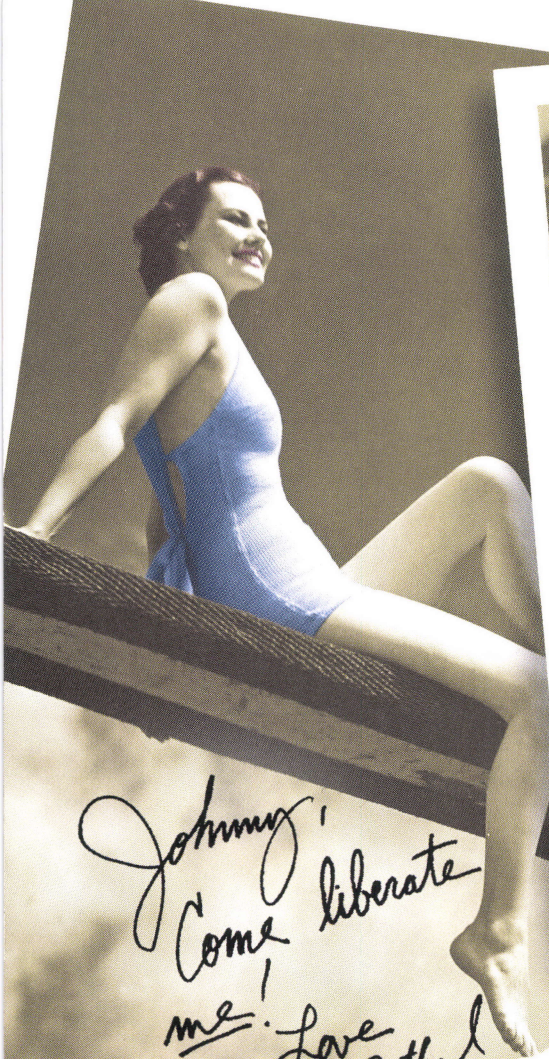
**IN-DEPTH
STRATEGY!**



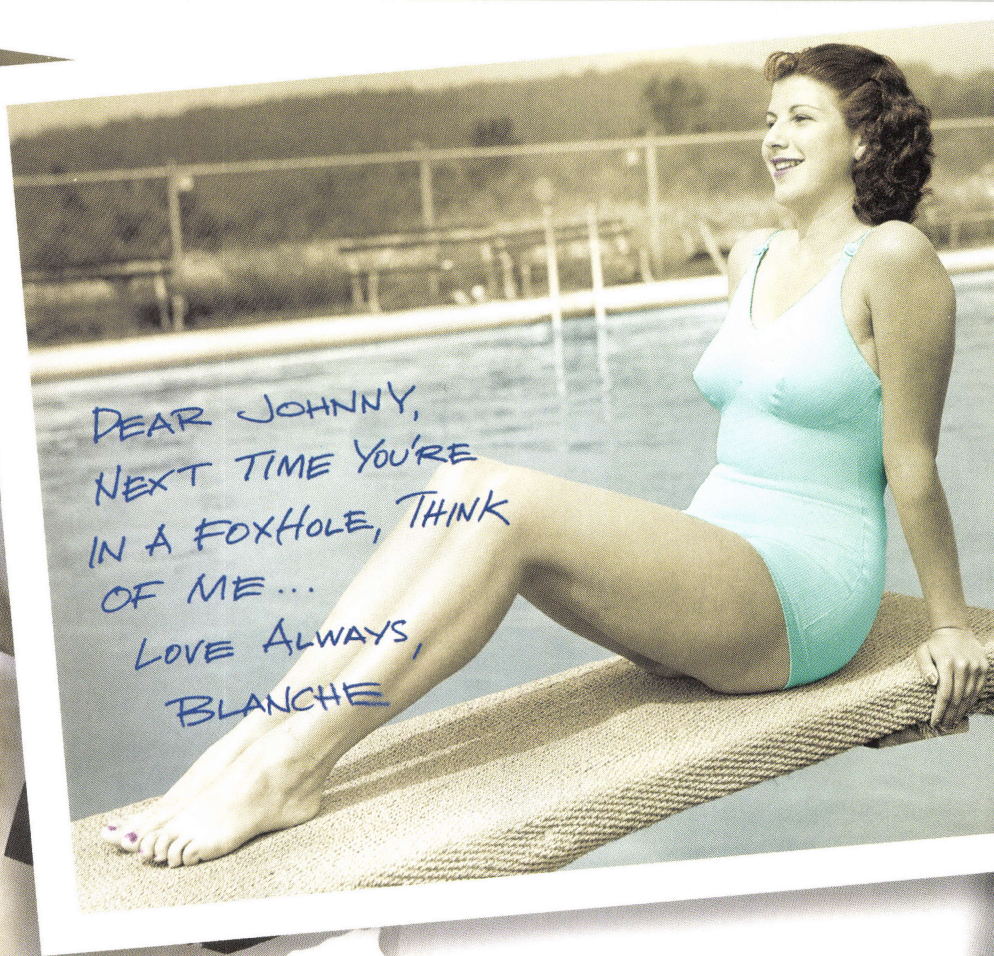
Strategy Part 3



Strategy Part 2



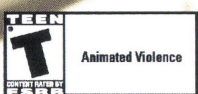
Johnny,
Come liberate
me! Love
Ethel



DEAR JOHNNY,
NEXT TIME YOU'RE
IN A FOXHOLE, THINK
OF ME...
LOVE ALWAYS,
BLANCHE



Johnny,
I miss your
plastic fantastic!
Call me...
Love, Agnes

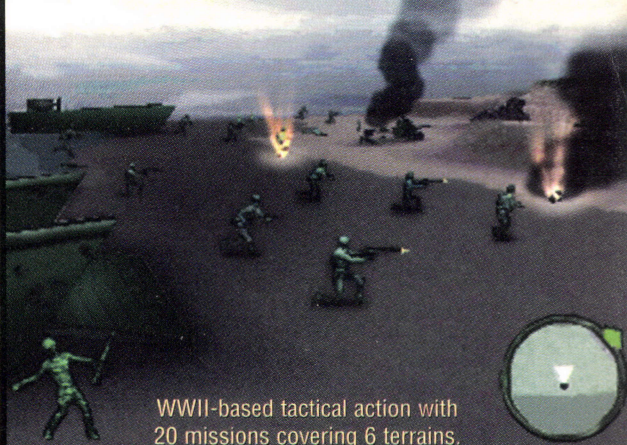


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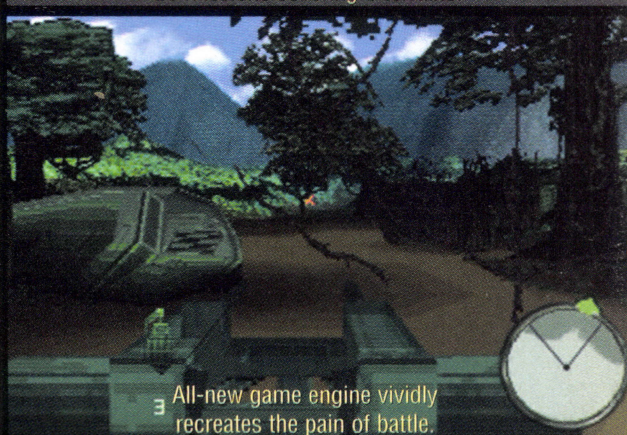


*Dear Johnny,
You Can Start
my beaches any day!
Love,
Edna
XOXOXO*

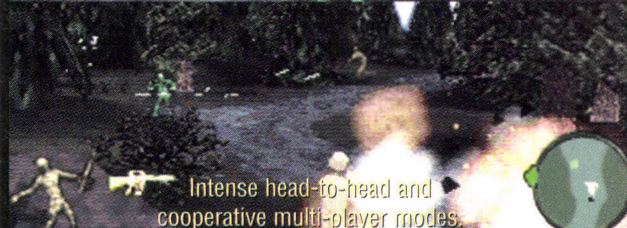
**Edna? How'd you
get this number?
No! I can't talk
right now...we're
about to launch a
major offensive!**



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omikron

The Nomad Soul



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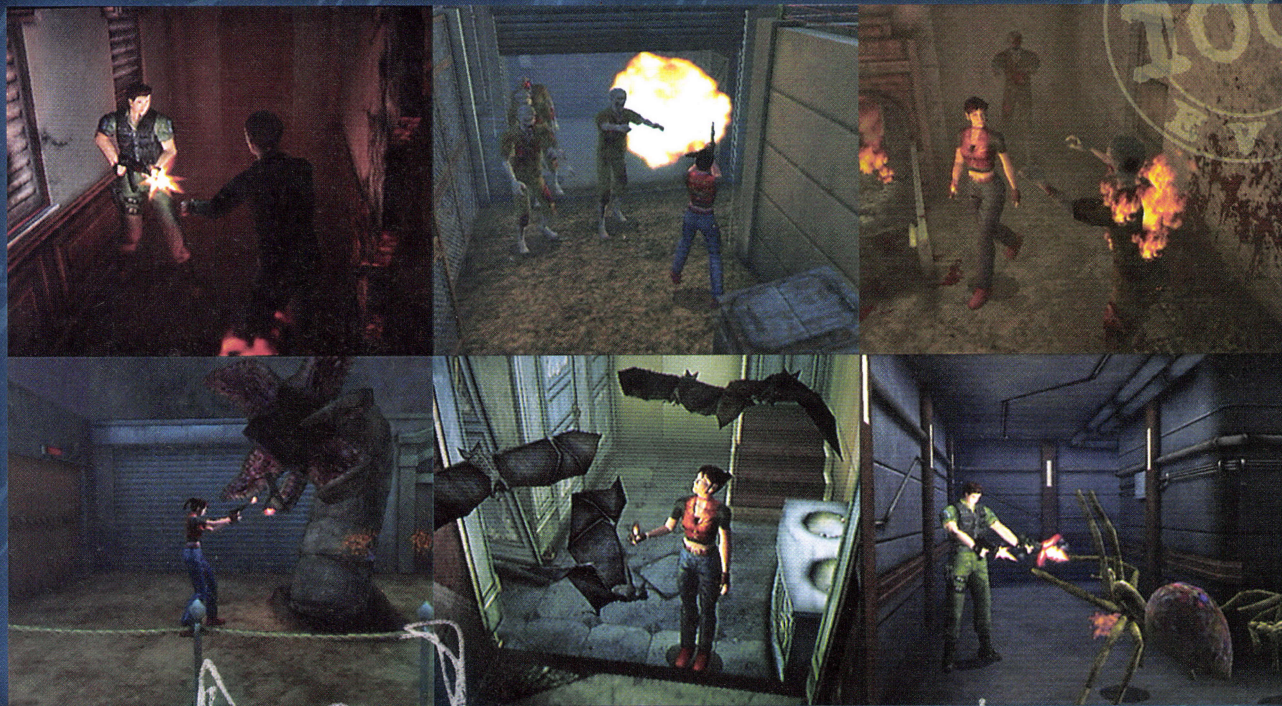


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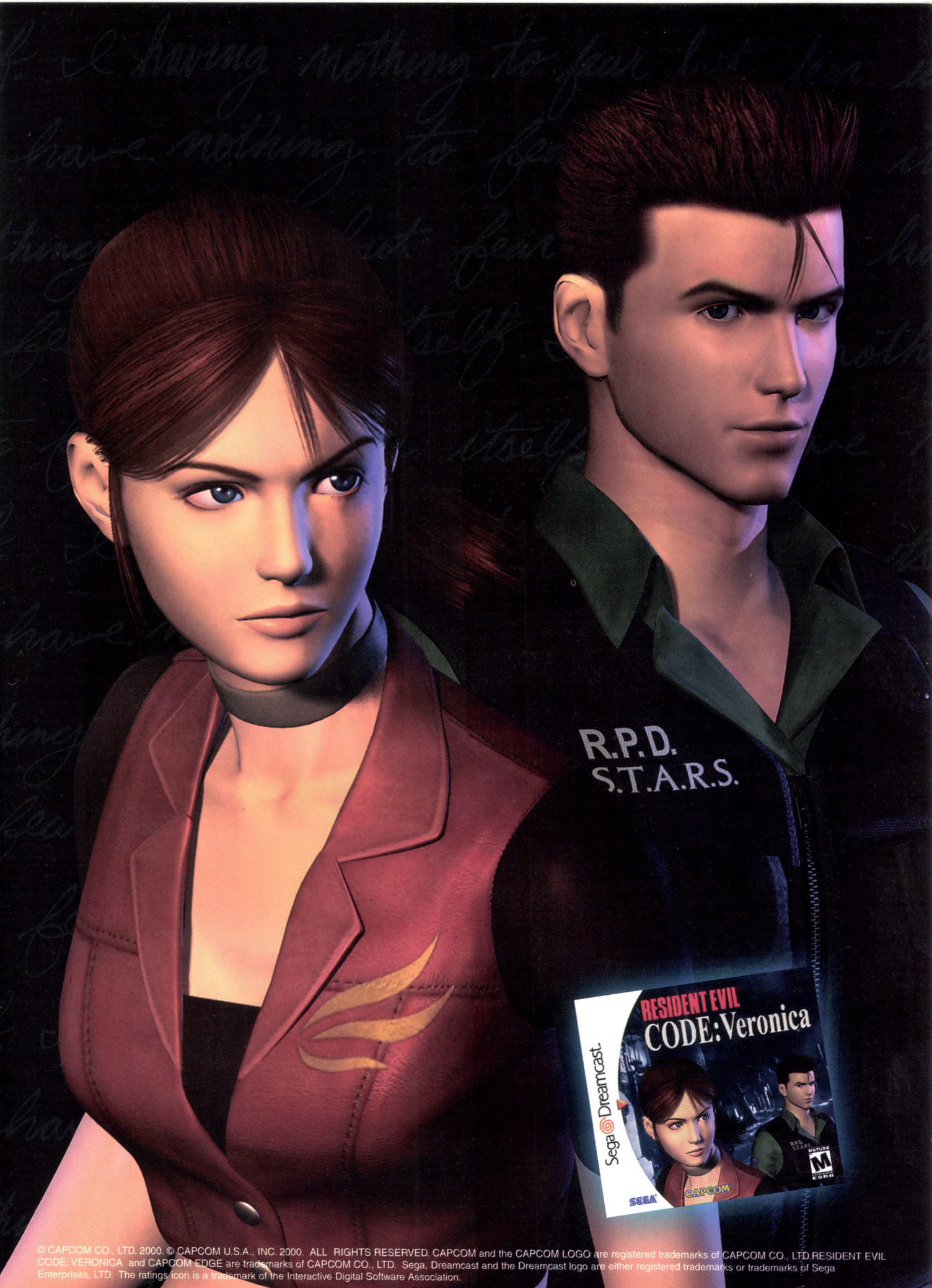


Animated Violence
Animated Blood
and Gore

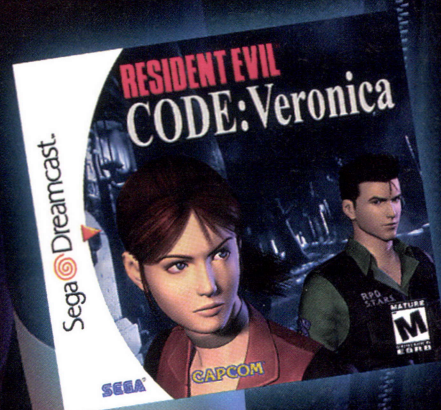
Sega Dreamcast



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CONTENTS

All of these new video game systems are driving us crazy! PlayStation2, Dolphin, X-Box...you know video games are huge moneymakers when even the Multi-Billion Dollar Man, Billy Gates can't resist the joystick! Will the bandwagon ever tip over? Will video games eventually all play on one machine like VHS tapes today? These are questions we can continue to ignore. Our job is to give you tips on the games you have!






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TIPS & TRICKS

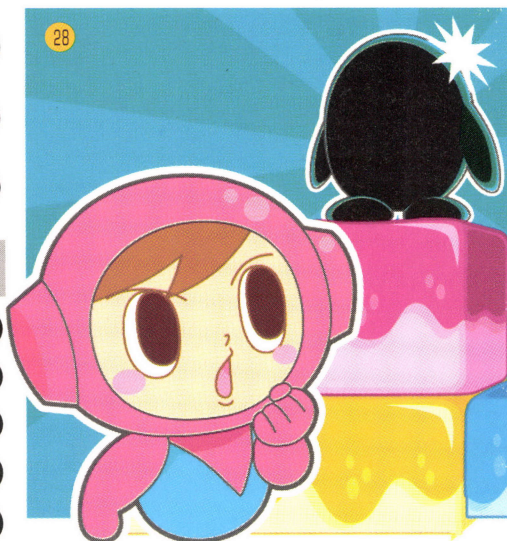
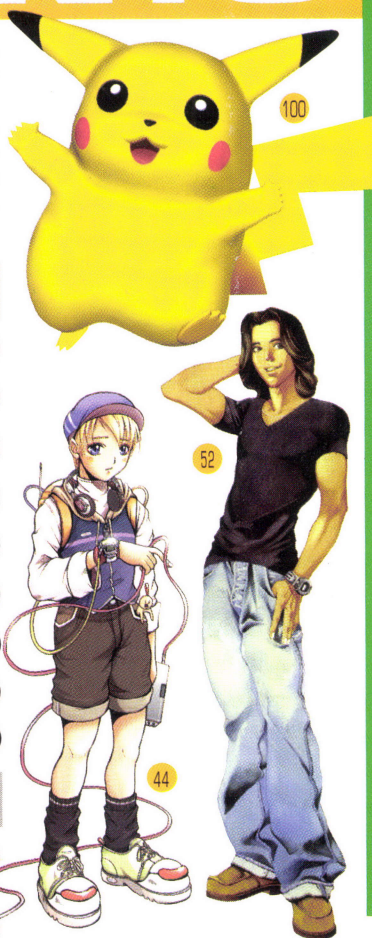


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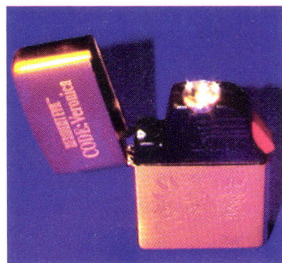
More secrets of the nefarious Umbrella Corporation are revealed in *Resident Evil: Code Veronica*. Want to get to the bottom of things? Dig deep with the irresistibly cute Mr. Driller!

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Mr. Driller © 1999 Namco Ltd.
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Select Games

60



Cool Zone

108



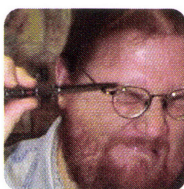
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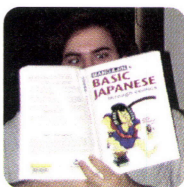
Though he agrees that cellular phones are dangerous, *TIPS & TRICKS* Editor in Chief **Chris Bieniek** also thinks it should be illegal to listen to the Offspring's *1x100 on the Hombre* LP while driving a motor vehicle. Whenever he hears "All I Want" (which also appears on the *Crazy Taxi* soundtrack), he's overtaken by the sudden urge to drive like B.D. Joe. **Current Favorite Games:** Tony Hawk's Pro Skater, Magical Tetris Challenge, Spider-Man, Famicom Jump



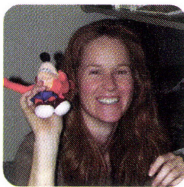
If you were a video game publisher and you wanted to get the American public excited about your new product, wouldn't you send a copy of that product to *TIPS & TRICKS* in care of Senior Editor **Anatole Brown**? Heck, your game could be seen by as many as 800,000 people! Doesn't that sound like a no-brainer? Unfortunately, it doesn't always work that way. **Current Favorite Games:** Messiah, MDK 2, Need for Speed: Porsche Unleashed, Perfect Dark



After last issue's special *Tournament Report* feature—in which **Jason Wilson** encouraged the use of deodorant for anyone who planned to attend a video-game tournament—Jason has been approached by three different manufacturers of health care products for men, all looking to sign him up to lucrative endorsement contracts. **Current Favorite Games:** Marvel vs. Capcom 2, Mr. Gimmick, Tony Hawk's Pro Skater 2, Black Tiger



After years of tireless research, **Ara Shirinian** believes that he has positively identified all three of the nameless "hobos" who were arrested in Dealey Plaza after the assassination of President Kennedy in 1963. Curiously, all three of them are currently employed as public relations representatives in the video game industry. **Current Favorite Games:** Gradius III and IV, Pop'n Music, Army Men: World War, DrumMania



TIPS & TRICKS Art Director **Lisa Beattie** is the proud owner of an Akita named Gracie. Considered a national treasure in Japan, Akitas were once owned exclusively by the imperial leaders known as Shogun; the first two Akitas to enter the U.S. were presented to Helen Keller. Unfortunately, the latter-day Akita is often referred to as an "O.J. dog." **Current Favorite Games:** Mr. Driller, Spyro 2: Ripto's Rage, Spyro the Dragon, Crash Bandicoot



Like a silent cloud of London fog billowing eerily across the ground, **Charlotte Chen**'s collection of toy penguins swept into the office one day and has taken up residence all around her desk. Creepiest of all is a replica of the penguin from Nick Park's *The Wrong Trousers*; his eyes seem to follow you around the room like a religious photograph. **Current Favorite Games:** Perfect Dark, Pengo, Super Puzzle Fighter II Turbo, NBA Showtime: NBA on NBC



Contributing Editor **Pat Reynolds** has taken up the unusual hobby of writing nasty, highly critical articles about our competitors, then e-mailing them to the guilty parties and asking for feedback. All we can say is that the opinions expressed in these missives do not necessarily represent those of the rest of the *TIPS & TRICKS* staff. But sometimes they do. **Current Favorite Games:** Chu Chu Rocket, Star Wars: Jedi Power Battles, Vagrant Story, Armored Core: Masters of Arena



Considering his status as a freelance contributor from the great state of Arizona, it makes sense that we don't know as much personal information about contributor **Geoff Arnold** as we do about the in-house editorial staff. Jason knows him best, so we asked him what Geoff is really like; he told us that Geoff "always wears a f***** hat." **Current Favorite Games:** GoldenEye 007, Perfect Dark, Time Killers, Tony Hawk's Pro Skater



Since his picture is always all the way at the bottom of the page, the *TIPS & TRICKS* staff hereby assigns **Rich Krupa** the nickname "Lomey," after the low-man-on-the-totem-pole character in Sega's all-but-forgotten *Wild Woody* game for Sega CD. The best nicknames are always the most obscure ones... **Current Favorite Games:** WWF Smackdown, Silent Bomber, NHL2K, Fear Effect

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TIPS & TRICKS

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We can't bust ghosts from your home or apartment, but we'll happily read your letter and we might even print it!

RAW DEAL

What's up? I have a few questions.

1. Are they going to make *Tomb Raider* games for every system? I mean, come on, Game Boy?! Put Lara on a 2-D platform and half of her moves are instantly eliminated. Game Boy Color is cool and all, but every system has its limits. What next? Dreamcast? Speaking of Dreamcast, I wanted to buy one, but \$200 seems kind of pricey for the console and one controller.
2. I was shocked at the proposed \$400 price for the PlayStation2. For that much dough, I hope they at least include a demo disk. Why has every company stopped including pack-in games for their new systems? Sega and Nintendo have always included pack-ins. Why stop now?
3. I'm a big *Zelda* fan. So I was glad that Nintendo is finally releasing the sequel to *Ocarina of Time*. (The pictures in your April issue were pretty creepy.) Will the game require an expansion pak like *Donkey Kong 64*?
4. I read somewhere that the PS2 will only play old PSX games that don't "access the PSX hardware directly." What does that mean?
5. What works best for getting letters printed: bribery, begging, flattery or threats?

—Matt Dennison
Rock Springs, WY

To answer your questions:

1. Well, the last *Tomb Raider* game is already out for Dreamcast. They'll keep making them as long as you guys continue to buy them.
2. In Japan, the PS2's retail price is a little under \$400. It comes with one

controller and a utility disk, but no demos or games. While consumers over here are used to buying a console included with everything you need to start playing, in Japan the customary practice is just the opposite. Over there, all you'll get with any console purchase is the hardware and one controller (usually). You might think that this is a raw deal, but it helps keep the cost of the console down if additional items are not included with it. Whether a game is included in the package or not, you end up paying for it one way or the other. But \$400 for a PS2 is not really very shocking. The original PlayStation was \$300 when it arrived in America, and before that the 3DO console's original price was around \$700! But don't worry, the price for the domestic release of the PS2 has not been officially set yet. However, you can expect it to be somewhere in the ballpark of \$300.

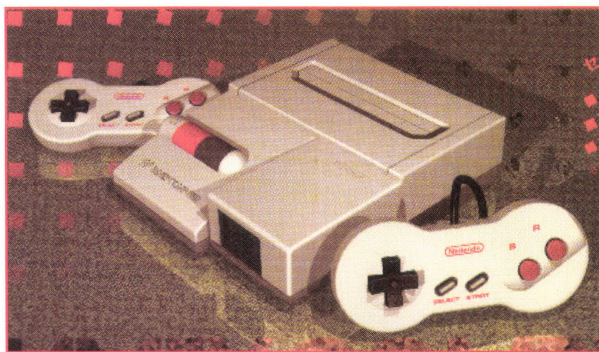
3. Yes.

4. While that statement can be interpreted in a number of ways, it doesn't sound quite right. The PS2 will certainly play almost all PlayStation games, including new ones. More than 2,200 PlayStation games have been released to date in Japan, yet only about 10 were found that don't work perfectly on the new machine, most of which were relatively old or obscure titles. A similar case will probably occur here, so you shouldn't be concerned about it much.

5. Remember readers, neither bribery, begging, flattery, nor threats will get your letter printed. But creative flattery might. The best letters are the ones that ask interesting questioning or give intelligent comments. Also, if we think your letter is funny enough we might print it. We always have a soft spot for humor.

IMPORT BALL Z

My questions are about *Dragon Ball Z Legends*, *Dragon Ball Z Ultimate Battle 22* and *Dragon Ball Z Final Bout*. Above the games, I saw "Import PlayStation." I just want to know what it means. I also want to know when those three games are coming out to the public. If there is any way that I can buy a demo of these games, please



The Japanese version of the NES is still being sold overseas. The latest model of the Famicom comes with two controllers, but no AC adapter or cables!

tell me, or send me one. I'd really appreciate it very much if you could reply. Thank you for your time.

—Jason Hill
Lewiston, NY

"Import" means that those PlayStation games were released in Japan but not in North America. Unfortunately, Bandai tried to release all three of those games in the U.S., but the only one that Sony approved was *Final Bout*—which was released in very limited quantities.

DEAR OZZY

My son and I were talking and we both decided that if we could meet anyone in the world, we would like to

TOKEN OF THE MONTH



Front



Back

This month's token is from the Planet Play arcade in Fairfax, VA. It was sent in by Samer Jizi, from Oxford, NC. Thanks, Samer!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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meet you, Ozzy! This may sound a little unusual, but what the heck! Maybe the next time you are in the area, you could stop by and have a drink or two or something. We can't help it. We gotta believe in foolish miracles!

—John Dixon
Frankfort, IN

Okay, John. Ozzy doesn't work for *TIPS & TRICKS*, but next time we see him we'll pass along the message.

HOW SEQUELS ARE MADE

One day a man named Jason Wilson went to his local arcade to check out the games. But things were different this time. As he entered the arcade, the door shut and locked behind him and everyone disappeared. He stood there, frozen in fear, wondering. Then, suddenly, on the other side of the room, a bright light shone from one of the arcade games. He slowly walked over to it. Then he saw it—*Resident Evil 5: Death on the Streets!* His eyes opened wide. A smile appeared on his face. Then just as he was about to grab

the joystick...POOF! He awoke in his bed. "Ah, darn. It was only a dream."

—Alvin L. Morgan
Taft, CA

That's a cool story Alvin. We here at T&T regularly dream of games that don't exist. Just last week Jason had a dream about an 8-bit sequel, Donkey Kong Returns...

IT'S FREE ONLY IF YOU PAY FOR IT

In your *TIPS & TRICKS* magazine (Vol. VII Issue 2 Feb. 2000) I have seen the *Pokémon Report*. May I have a pack of five free Pokémon Tech Decks! Please, I can't afford them, but I am obsessed with Pokémon and Tech Decks so please may I have these five Pokémon Tech Decks: Arcanine, Charizard, Blastoise, Vaporeon, Scyther Tech Decks.

—Yatin Patel
San Diego, CA

P.S. May I have them in the mail not delivered to my door and change the first line name to: "Yatin Patel Only Private." Thank you, because if you didn't put that, my brothers would take them and break them! Thank you! You're the best company ever. Please can it be delivered in about one to six weeks!

Sorry Yatin, we don't give away Pokémon Tech Decks.

A BIG FAN

To Ara Shirinian: Wuzup! I'm a big big fan of yours (really really big fan), and wanted to say Great job on the *Final Fantasy VIII* strategy guide. Your walkthrough was very helpful to me. I no longer cringe at the sight of a random Tonberry. So in short, keep up the good work.

—Pat W.
Wilkes-barre, PA

P.S. Cactaur on your head? You're not alone. (But for me it's Chocobos) Keep it cool!

Thanks so much for the kind comments, Pat. Ara played FFVIII for over 160 hours just for that strategy and we really appreciate that you've found it useful.

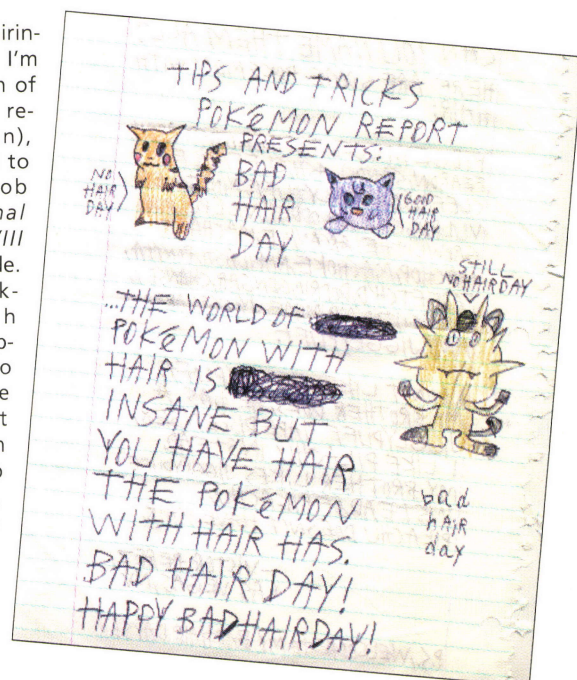
LAME 3-D

My name's TJ and this 3-D artwork is not for me. Such as the "N64" or the "Sony PlayStation". So I will stick with my Super Nintendo. Speaking of which, my question is, can you "give" me some Game Genie codes for *Super Mario RPG* and *Final Fantasy 3* for the SNES? If somehow you can't help me out, I will understand. For the people at "Nintendo" also weren't able to help either. I do, however, thank you for your time.

—TJ Wheatley
Irving, TX

Sorry. We appreciate your love of 2-D games, but the only Game Genie codes we published in the past—and it was a long time ago—were codes that were officially endorsed and provided to us by Galoob, the company that marketed and distributed the Game Genie. What's worse, Galoob never created any codes for Final Fantasy III...and Super Mario RPG was specially engineered by Nintendo so that it would not work with the Game Genie.

THE POKÉMON WITH HAIR?



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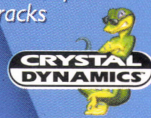
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Sega Dreamcast
IT'S THINKING

LIFE'S A DANCE PARTY.
THEN YOU DIE.*



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TITLE THEME SONG
AVAILABLE ON:





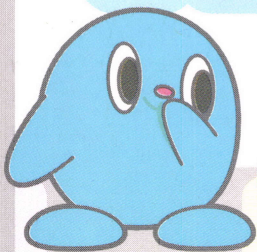
You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

*No Morolians are actually harmed in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.



by Ara Shirinian

Mr. Driller



Mr. Driller is one of the coolest new games ever. There's a lot more here than meets the eye, especially considering its cute exterior. In this strategy guide I'm going to show you the considerable depth this game has to offer. The first section will focus on general gameplay strategies, while the second section will show you how to beat those tough Time Attack courses. All strategies refer to the "Normal" difficulty level of the game, except when noted otherwise. Let's begin!



DRILLING TECHNIQUES

There are basically two general strategies you can use in *Mr. Driller*. The first is to drill down as fast as possible and depend on your reflexes to get you out of a tight spot if blocks are falling onto you. The second strategy is to move slowly and methodically, making sure not to create a dangerous situation for yourself where you could get easily squashed by a block. Both of these have their advantages and drawbacks. If you go fast, you'll probably cover ground more quickly, but the probability of getting killed by a falling block is higher. On the other hand, if you go slow, you can pick up more Air Capsules and points. The danger here is that you may go too slow and run out of air too soon. The secret to mastering the game is to know when you should go fast and when to go slow. Alternately, you'll also need to be able to decide quickly whether you should try to pick up a certain Air Capsule or to pass it up and go for another one deeper underground.



DIAGRAM LEGEND

Correct path

Incorrect path

Direction of falling blocks

Stop for a moment



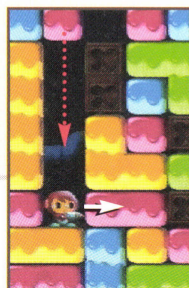
WHERE TO DRILL?

Drilling in certain patterns is safer than others. Ideally, you will want to drill down as fast as possible without shifting the blocks above you too much. Of all the different ways to die, the toughest one to avoid is when an unexpected block falls from above the top of the screen. To minimize the chance of this, you'll have to be very careful about how you drill. If you can guarantee that all the blocks in a given column are below the top edge of the screen, you'll be fairly safe in that column. In general, try to drill downward in a straight line. Try to stick to drilling down only at one column, although if there are too many X-Blocks directly below you may have to move to another one. Drilling down the sides of the screen is not recommended since there isn't much room there to dodge if things heat up.

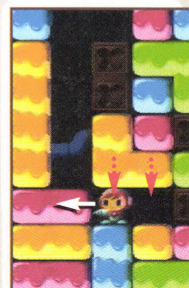


"SWITCH" TECHNIQUE

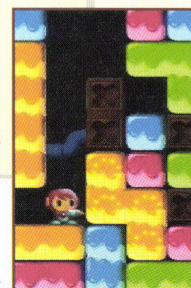
This is to be used when you want to remain in a particular column of blocks, but you're in immediate danger of getting squashed. You can also use this technique in general to dodge falling blocks. First, you have to be in a position where you can drill to the right or left without falling downward or hitting an X-Block. As soon as you can see that a block is about to fall on you, drill to the left (or right) one space. Now, the block immediately overhead may begin to fall, but don't panic! As soon as the first falling block settles into place, drill in the opposite direction and you'll be safely back to your original column. Note that this technique takes some precise timing; if you're too slow, you might get killed anyway.



Step 1



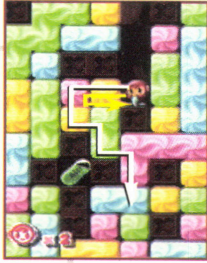
Step 2



Step 3

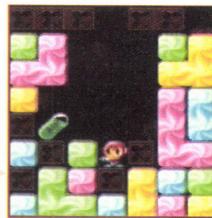


• **Remove Color Blocks**—It's very annoying when there are a few colored blocks that prevent the X-Blocks from attaching and disappearing. Here are examples of how you should and should not drill to get X-Blocks together:



Ending Position— Yellow Path

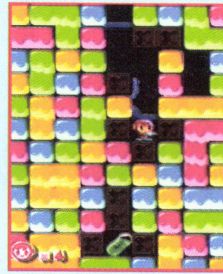
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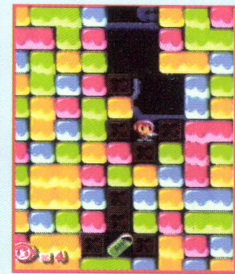
you. If there's an Air Capsule somewhere below, doing this will make clearing out the adjacent X-Block formations surrounding that capsule easier. Although its a bit risky sometimes, you can also drill around a group of X-Blocks and sit right under them. If you do it right, even though the X-Blocks will fall from above, they'll attach together and disappear before crushing you.



If you drill improperly through a certain pattern of blocks, you may find yourself surrounded by X-Blocks, where your only way out is to drill through one of them. If you plan ahead, you can avoid this situation by making sure you drill enough colored blocks that surround the X-Blocks. Another good way to avoid traps is to be careful not to drill down to an area with an "open mouth" configuration of X-Blocks, as shown in these photos.



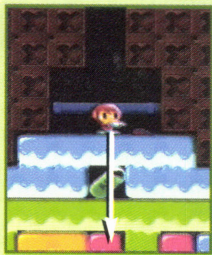
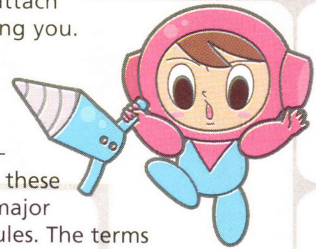
Trapped!



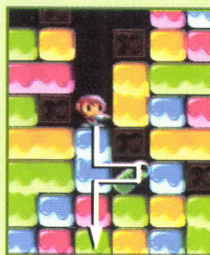
Not Trapped!



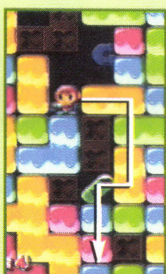
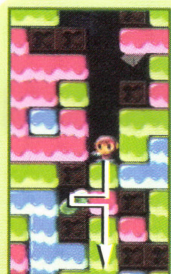
Even though most of the game's block patterns are random, there are a few set patterns that Air Capsules will always appear in. It's important to know how to deal with these types of block patterns, since they'll appear over and over each time you play. The six major types below are organized by the configuration of blocks that appear around Air Capsules. The terms "Closed" and "Open" refer to whether a side adjacent to an Air Capsule is occupied by an X-Block or not.



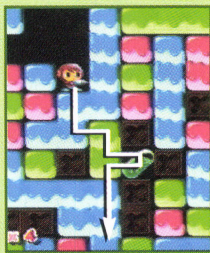
This type of pattern almost never appears in the game, except for the first Air Capsule you encounter.



This pattern is common in the first few levels of the game; it's an Air Capsule with only one X-Block on top. The best way to collect it is to move in from either side, then drill directly down from the capsule. If you want to be efficient, you can just drill the block directly below the Air Capsule, then move into its column and let the capsule fall onto you as you continue to drill down. If there aren't any X-Blocks nearby in adjacent columns for the one above to attach to, be prepared to dodge or use the "Switch" technique.

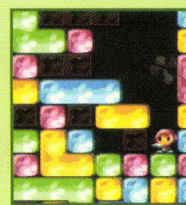
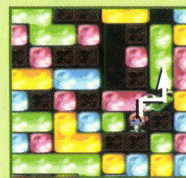


There are two sub-categories of this type. The first is an Air Capsule with X-Blocks both directly above and below. Like the Type 2 pattern, you can go in from either side easily. If the columns on the left and right side seem unsafe, you can drill around the lower X-Block and proceed down from there. The second is an Air Capsule that is closed on top and either right or left side. You can treat this just like a Type 2 pattern also.

**Type 4—Only One Side Open**

An Air Capsule may also be surrounded by X-Blocks on three sides. The open side will always be either below or to the right or left. If it's below, you can just treat this as a Type 2 pattern. Otherwise, this is similar to the Type 3 pattern, except that you'll have to return to the column you came from.

to clear as many colored blocks above the X-Blocks as you can, then clear out the colored blocks below the entire formation of X-Blocks. Even though you'll be under a bunch of blocks that are about to fall, in most cases there will be enough of them to attach together and disappear before they crush you. The Air Capsule will then be easy to collect. On the other hand, if there are only four X-blocks in the formation, sometimes you will be able to just drill under the right or left X-Block to create an opening. The most important thing to know is that sometimes you will encounter an unlucky combination of blocks, one that will take a long time to get the Air Capsule out of. If you can't pick it up quickly, it's best just to skip it and move on...unless you have under 30% air and you must pick up the closest capsule. Here's one example of how to deal with this type of pattern:

**Type 6—Fully Closed, Large**

This pattern is the same as Type 5, except that there are seven or more X-blocks next to each other. This is actually easier to deal with than Type 5, because there are so many X-blocks that you'll only need to drill a little bit to get them to shift around and disappear. Usually, all you'll need to do to create an opening is to get one X-Block to touch any of the "arms" of X-Blocks radiating out from the Air Capsule.

**DIFFICULTY LEVELS**

A number of things change when you increase the difficulty level. First, the speed of the game will increase.

- Second, the rate at which your air supply diminishes is about 25% faster on Hard and Expert difficulty than it is on Normal and Easy. Finally, the frequency of Air Capsules will decrease and more complicated patterns of blocks will appear earlier.

**SCORING (ARCADE MODE, 5000 FT. COURSE)**

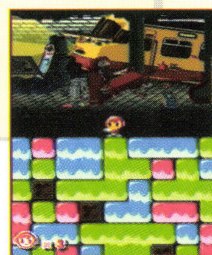
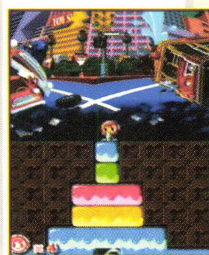
Each square space that you clear using the drill directly is worth 10 points. If you clear blocks by a chain reaction, the point values are multiplied by 3 each time. This means that chain reactions increase your score at a much greater rate than drilling directly does. Each Air Capsule is worth 100 points plus the value of the last Air Capsule you picked up. This means that the deeper you dig, the greater the point value of each Air Capsule will be. Finally, when you finish the course, you'll get a Life Bonus and a Time Bonus. Your Life Bonus is 30,000 points multiplied by how many lives you have left, including your current one. The Time Bonus is calculated



by taking the number of minutes between your completion time and 10'00"—truncated to the hundredths place—and multiplying that value by 30,000. For example, if you finish the course in 7'00", your Time Bonus will be 90,000 points. If you finish the course in 10'00" or more, your Time Bonus will be 0.

**1000 FT. COURSE HIGHLIGHTS****Level 1-2**

These first few levels should be considered a warm-up. You'll mostly find the basic types of X-Block patterns here. If you're an expert, you should be able to fly through them without pausing. If your goal is to complete the course, you should probably restart and try again if you lose a life this early.

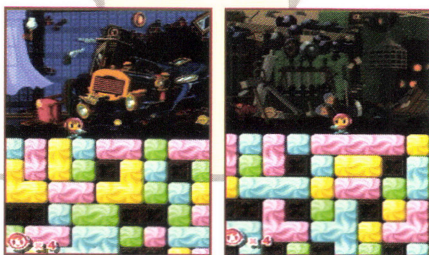




Level 3-4



More complicated X-Block patterns will surface here. The difficulty increases quickly.



Level 6-9



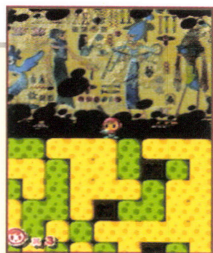
You'll start to see the frequency of X-Blocks increase here. The game will speed up slightly and your air supply will decrease at a faster rate, although it's not going to get much harder from here on.



Level 5



This section is really easy if you're careful. It's also a good place to rack up points since there are only two types of colored block here. Consider it a break for making it thus far. If you're playing on Normal or Easy, take it slow and let the



chain reactions destroy the blocks. If you're playing on Hard or Expert, you won't have time to stand around since your air supply will be decreasing much faster. Don't wait for the blocks to disappear; just dig down as fast as possible! In either case, do not ever stand under any blocks here since the ground is so unstable. Don't go for the Air Capsules right away unless you really need them; you will be able to collect them easily at the end of the stage when most of the blocks are gone.

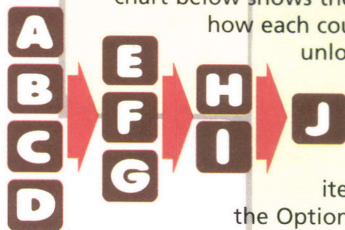
Level 10

O=C This is it! The last stretch! This level is not difficult, so it's important to be especially careful. Don't get killed because of a stupid mistake!



TIME ATTACK GUIDE

There are 10 courses in Time Attack mode. The chart below shows the progression of how each course becomes unlocked:



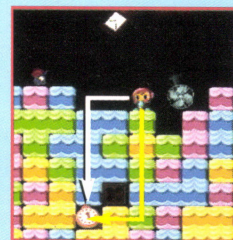
Once you clear courses A through J, the "Staff Roll" item will appear in

the Options menu. Also, the reverse Time Attack will become unlocked. These courses are exactly the same as the regular ones, except that the Goal Time can be up to eight seconds sooner and the pattern of blocks is rotated 180° about the vertical axis. Note: **All the strategies below apply to the difficult reverse courses**, so if you're playing the Normal ones, you should go left when I tell you to go right, and vice versa.



GENERAL STRATEGY

There are two steps to beating the Goal Time in each course: You must know where to drill and you must be able to drill fast. You cannot hesitate for even the briefest moment! If you are missing the Clear Time by only about a second, you are probably taking a correct path, you just have to move faster. You will usually want to get most of the time bonus icons, which will reduce your time by a second or more, but sometimes these are strategically placed to distract you. Because the fastest way down is by falling, in general you will want to drill in such a way as to maximize the time spent in freefall. Here's an example:

**A** Subway Course

Goal Time:

Normal	15"00
Reverse	10"00

Take the route that is outlined by the

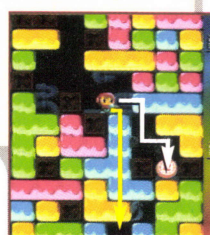
holes in the blocks and the clocks. If you're playing the reverse course, you must get all of the clocks here to beat the Goal Time.



left and falling down the hole.

185 ft.

Here, drilling straight down and to the left is faster than drilling



365 ft.

The 2 sec. clock is easy to miss here! Drill the blue block to your right instead of the one below.



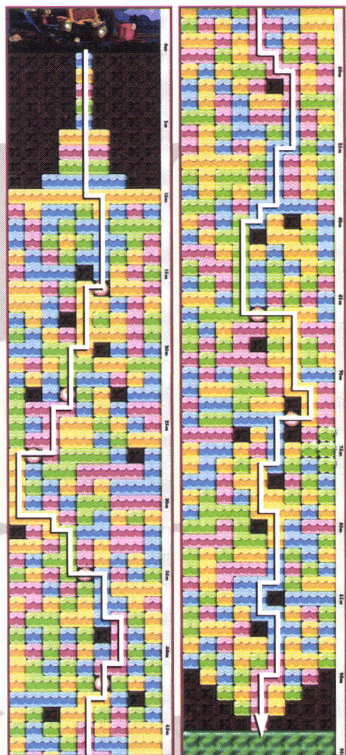
B Classic Course

Goal Time:

Normal	17"00
Reverse	12"00

Like the previous course, if you're going for the fastest time, you

have to pick up all the clocks.

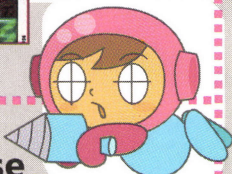


135 ft.

After you collect the 1 sec. clock, drill the yellow block to the left and drop down the cavity.

295 ft.~365 ft.

Drill the green column to the left at 300 ft. for the quickest way down here. This will also set you up to easily collect the next clock at 330 ft. Next, drill the long yellow column to your right to easily get the last clock at 365 ft.



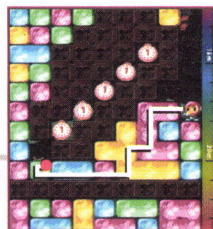
C Armory Course

Goal Time:

Normal	23"00
Reverse	15"00

The reverse version of the course is really tough because

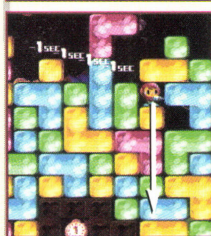
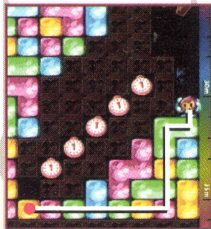
you cannot pause for even a tenth of a second if you want to beat the Goal Time. All the clocks in this course must be collected.



50 ft.~110 ft.

At 50 ft., move all the way to the right side and drill down.

When you get to 90 ft., start drilling to the left. At 105 ft., wait in the hole in the second column from the left side for all the clocks to fall to your level. Walk to the right to pick them all up; as soon as you pick up the last one, drill directly down.



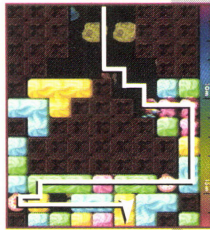
D Egypt Course

Goal Time:

Normal	22"00
Reverse	16"00

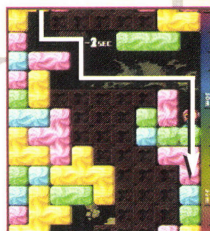
This is the first course where you'll see some decoy clocks. There are many different routes to reach the bottom,

and there's no way to pick up every single item.



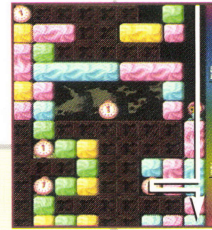
55 ft.~100 ft.

Drill through the right side at this first fork. Pick up all three clocks in this area. Once you drop to 100 ft., take the left fork.



245 ft.

Pick up the 2 sec. clock in the middle, then drill down the right side of the screen. Ignore both the next 2 sec. clock you see at 300 ft. and the 1 sec. clock at 335 ft.



335 ft.

Continue to drill down the right side here. Pick up the 2 sec. clock at 355 ft.

400 ft.~450 ft.

Continue down the right side again. Pick up only the 1 sec. clock at 435 ft., then go for the goal!

E Nessie Course

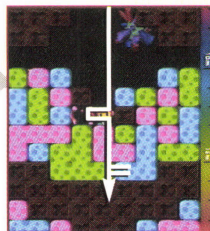
Goal Time:

Normal	21"00
Reverse	19"00

This stage is unusually tough.

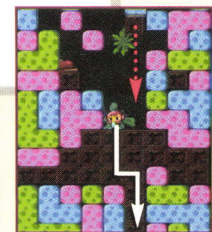
Because there are so many blocks shifting around, it's difficult to tell what route to

take. You must pick up all clocks in this course.



65 ft.

The way you drill right at the beginning of the course is very important. Make the X-Block to your left attach to the formation at 80 ft. and make the one on your right drop with you as you descend further.



120 ft.

If you drilled properly, the X-Block from the beginning should now fall and attach to the formation at this point. As soon as it does, fall into the cavity that appears.

150 ft.~180 ft.

Repeat the same procedure. Drill down at the second column from the right. When you reach the floor at 180 ft., drill to the left to loosen the blocks and wait in the opening for the clocks to fall. After you collect the last one, drill directly down again.

275 ft.

After collecting the clocks, drill down the left side this time.

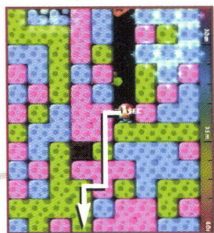
410 ft.

Drill all the way to the right to loosen the blocks again, then wait in the hole in the middle. After you get all of the clocks—including the last 2 sec. one—drill straight down.



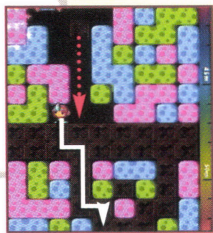


E



170 ft.

Drill carefully here to bring the X-Block at 180 ft. down to attach to the next formation below at 235 ft.



You'll get squashed here if you move too slowly. From here on out, it will be a chaos of shifting blocks. Don't stop for a second, just keep falling into the holes that appear. Clocks are at 325 ft., 360 ft. and 425 ft., all roughly near the center of the screen.

235 ft.

Wait right here for the X-Block to fall and attach. As soon as it does, move right and fall into the cavity immediately.

H Ammonite Course

Goal Time:

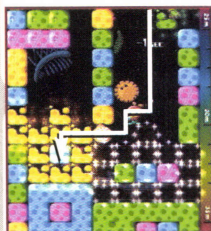
Normal	25"00
Reverse	17"00

This is the first course that's 1,000 ft. long. In the beginning of both

500 ft. sections, a big chain reaction will start and blocks will be shifting and disappearing continuously. You should complete the first 500 ft. in just about 10 seconds.

80 ft.

As soon as you get the first clock at 16m, move right until you reach 135 ft.

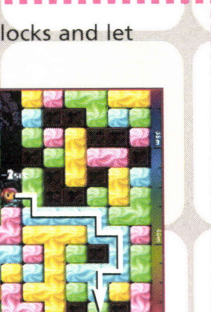


135 ft.

When you obtain the clock at 135 ft., move left immediately.

195 ft.~225 ft.

As you fall, move to the fourth column from the left and pick up the clock at 195 ft., then move to the right and grab the one at 225 ft.

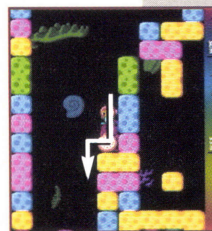


190 ft.

When you reach this point, wait a brief moment to collect the 2 sec. clock, then drill to your right as shown instead of down. This will also set you up to collect the 2 sec. clock at 225 ft. easily.

310 ft.

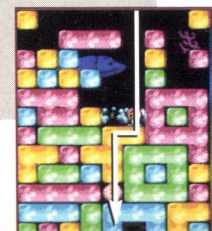
As before, drill around this formation and let the 3 sec. clock fall on top of you.



275 ft.~500 ft.

It's crucial to pick up this 2 sec. clock. Drop

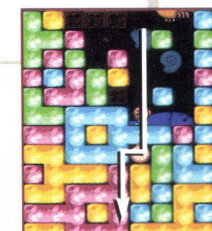
from above—or if you're fast enough, walk from the left side if the blocks have not disappeared yet. From this point until 500 ft., stay on the left half of the course. You can skip the clock at 345 ft., but make sure to pick up the ones at 385 ft., 430 ft. and 460 ft.



530 ft.

Drill like this for the fastest way down here. Another

chain reaction will begin. From this point, go straight down. Stop at 640 ft. to pick up the 1 sec. clock, but return to the column in the center and drill straight down until you reach 785 ft.



875 ft.

It's pretty easy from this point on. Just

follow the path formed by the clocks and pick up all of them.

375 ft.~425 ft.

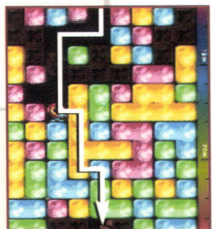
Drill down at the third column from the left so you can easily pick up the two remaining time clocks at 400 ft. and 420 ft.



F Ice Age Course

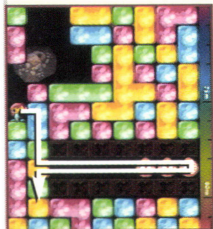
Goal Time:

Normal	20"00
Reverse	17"00



90 ft.

Take this path to drill down the route in the middle.



375 ft.

Pick up the three 1 sec. clocks here, but be careful to drill only in the way shown here, otherwise you might become stuck when you try to get out.

G Dinosaur Course

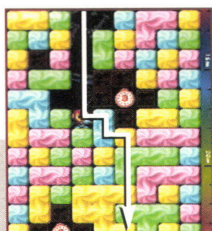
Goal Time:

Normal	23"00
Reverse	17"00

You'll find many clocks here surrounded by X-Blocks.

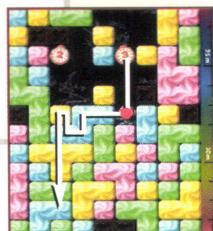
The key to picking them up quickly is to drill around the X-Blocks and let

the clock fall onto you as you continue to drill down.



90 ft.

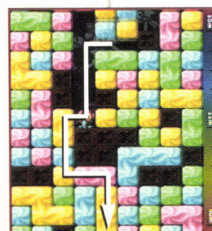
Drill here as shown and the 3 sec. clock will fall right on top of you.



140 ft.

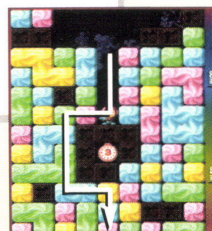
Stop drilling down at 140 ft., then wait a moment to collect the 3 sec. clock that was falling above you.

Next, drill to the left right under the 2 sec. clock and continue drilling down. Once again, don't wait to collect the 2 sec. clock. It will fall onto you as you move downward.



275 ft.

Move to the center of the screen for the fastest route here.





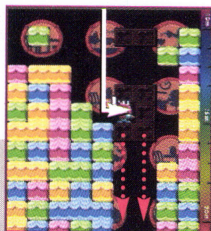
Mansion Course

Goal Time:

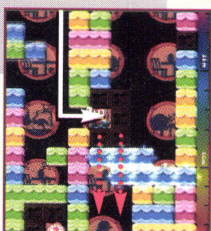
Normal	14"00
Reverse	12"00

This stage is actually not as hard as some of the previous ones; you just have to be really quick about maneuvering. You must pick up every clock here as well. The objective here is to ride the X-Blocks surrounding the clocks like elevators. If your timing is right, you'll go zooming down quickly each time you pick up a time clock.

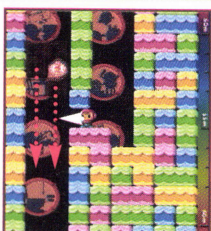
You should reach 100m in about eight seconds if you want to beat the Goal Time.



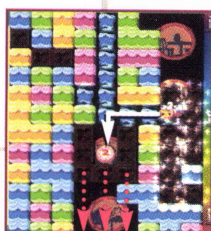
75 ft.
Walk into this group of X-Blocks for a quick ride down. As soon as you reach 26m, drill to the left and walk into a similar formation at 145 ft.



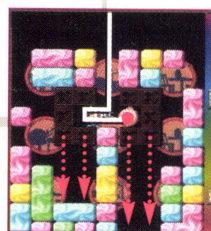
190 ft.
The "elevator" will stop at 190 ft.; just drill toward the right and stop here. You'll fall again until you reach 275 ft.



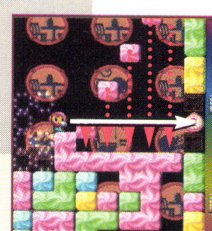
275 ft.
You must run into the middle of this formation of X-Blocks as it falls on the left side. Repeat the same pattern on the right side at 340 ft.



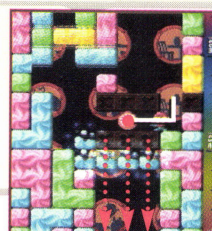
375 ft.
As soon as you reach this point, you must quickly drill to the left and fall onto the 2 sec. clock. Then you'll fall down until you reach 430 ft. From this point, drill straight down. If you drill fast enough, you can make it to the next part of the course before the falling X-Block above hits you.



530 ft.
Drill directly down when you reach the second half of the course. Here, grab the 1 sec. clock quickly, then move to the 2 sec. clock and wait for the formation of X-Blocks to start falling. When you reach 585 ft., walk to the left and fall into the cavity on that side.

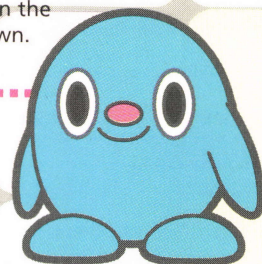


600 ft.
To get the 3 sec. clock here, your timing must be perfect. As soon as you reach this point, walk toward the right. The pink blocks will fall into place right under your feet as you walk.



720 ft.
You must walk into the middle of these two groups of X-Blocks and collect the 2 sec. clock.

780 ft.~1,000 ft.
From this point on, it's pretty easy. Continue to repeat the same types of movements to get the remaining clocks on the way down.



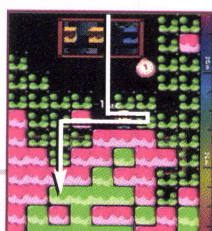
Lab Course

Goal Time:

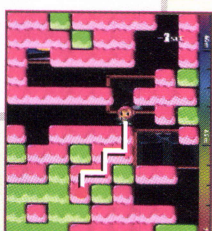
Normal	25"00
Reverse	17"00

This is the last course, and it's a whopping 1,500 ft. deep. There are only two different colored blocks here, which means that they will be shifting and disappearing at a faster

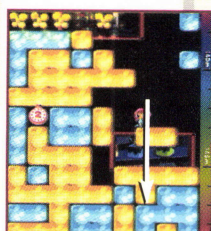
rate than ever. The reverse version of this course is much, much harder than any of the others. Expect to reach 500 ft. at just under nine seconds and 1,000 ft. at just under 14 seconds. Also, you're going to have to get every single clock if you want to beat the Goal Time.



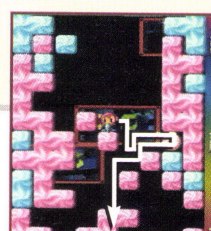
115 ft.
Drill straight down until you get to this point. Collect the clock, then wait for the clock from 75 ft. to fall to your level. Once you collect that, move to the third column from the left and pick up the next clock below you.



305 ft.
After you collect the 2 sec. time clock here, move to the left and wait between the green blocks in the fourth column from the left. You'll then fall right on top of the 2 sec. clock at 365 ft.



700 ft.~825 ft.
Once you reach this point, drill straight down the right half of the screen. Don't worry about getting the clocks you're passing. Once you reach about 820 ft., you can move back to the left side of the screen and pick them up.



1,340 ft.
Picking up this 3 sec. clock is really important. When you reach this point, just run to it, then run back to the center column quickly. After this, it's a piece of cake! When you finally beat the Goal Time, you'll get a special clock that lets you change Mr. Driller's costume color!

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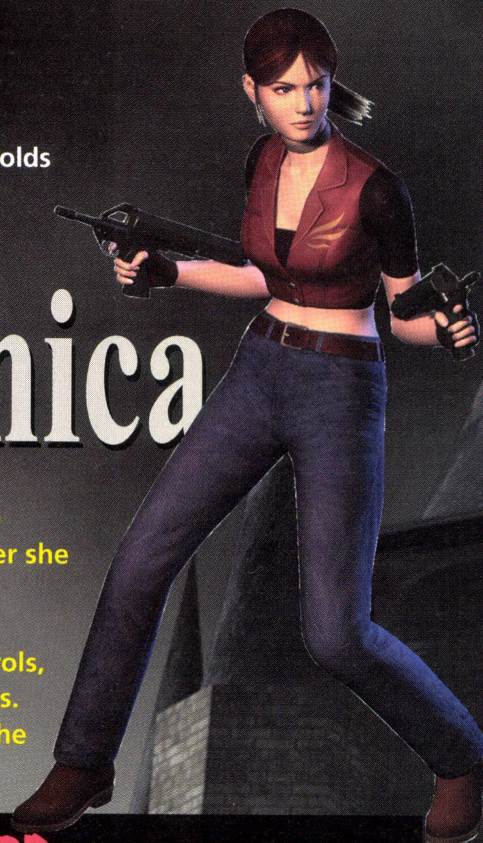
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RESIDENT EVIL™ CODE: Veronica

by Pat Reynolds

The fourth game in Capcom's survival horror series, *Code Veronica* is the true sequel to *Resident Evil 2*. It finds Claire Redfield captured by the sinister Umbrella Corporation after she infiltrates the company's island compound in search of her missing brother, Chris. *Code Veronica* plays exactly like the other *Resident Evil* games, right down to the familiar controls, typewriter-and-ink-ribbon saves and magic inventory boxes. This strategy guide will show you exactly how to survive the horror that is *Code Veronica*.



THE BASICS OF SURVIVAL HORROR

Not much has changed in *Resident Evil* land as far as gameplay goes. You can execute a quick 180° turn by pressing **Down** on the controller and tapping the Run button. Unfortunately, the ability to dodge attacks—as seen in *Resident Evil 3: Nemesis*—is nowhere to be found. Neither is mixing gunpowders to make ammo for your weapons. But, as always, you'll find medicinal herbs throughout the game that can be used to heal wounds and cure poisons. For both of you out there who have never played a *Resident Evil* game, here's a quick refresher to herb mixology:

Green Herb: Restores about 20% health

Blue Herb: Cures poison

Red Herb: No effect by itself; mix it with other herbs to intensify their effects

Green Herb + Green Herb: Restores about 50% health

Green Herb + Red Herb: Restores full health

Green Herb + Blue Herb: Restores some health and cures poison

Green Herb + Green Herb + Blue Herb: This one restores 50% health and cures poison

Green Herb + Green Herb + Green Herb: Restores full health

Green Herb + Blue Herb + Red Herb: Restores full health, cures poison

One word of advice about using healing items: Wait until your character is hurt pretty badly before healing. I know it's hard to watch Claire running around holding her injured arm, but using healing items when you're at the yellow "Caution" level is a waste. Save them for orange "Caution" or—if you're really daring like me—wait until you reach the red "Danger" zone before popping a Red + Green Herb for the full cure. You'll be able to save lots of healing items for those times you really need them (the bosses) using this method.

SURVIVAL HORROR MASTER WEAPON GUIDE

With the undead and worse to contend with, you'll need more than just your wits to survive this horror. Here's a guide to the weapons you'll need to rely on to make it out alive.



Combat Knife

This weapon has been the joke of the *Resident Evil* series since the first game. Unless you're a truly hardcore gamer willing to forsake your friends and family for days on end, using the knife will only send you to an early grave. Put this one in the security box at the beginning of the game and forget about it.



Glock 17

Chris starts his portion of the game already carrying this weapon. Similar to Claire's M-93, the Glock holds 18 bullets and when Chris upgrades it later on, it can penetrate multiple targets and inflict greater damage.



Beretta M93R

This is Claire's basic weapon. She finds it within minutes of starting the game; it will be your best friend through most of the game, especially after you upgrade it later in Disc 1. The handgun holds 15 bullets at a time and can drop a zombie with 5-10 shots. After upgrading, it holds 20 bullet clips and can fire in rapid three-round bursts.



M-100P

Claire finds these dual hand cannons early in the game. They have limited ammo and you won't find more, so save them for areas teeming with three or more zombies; the ability to hit two targets simultaneously works wonders in tight spots.



Bow Gun

Claire gets this weapon about halfway through Disc 1. Ammo is extremely plentiful (within minutes of grabbing the weapon, you'll also find 120 arrows) and you can load an infinite number of arrows directly into the weapon. It takes 10-15 hits to put a single zombie down for good—and getting hit with an arrow doesn't stagger a zombie the same way the handgun does—so you'll have to shoot from a good distance to avoid getting chomped on. The bow gun becomes very useful when you mix the bow gun powder with your arrows to create explosive arrows, the best way to take down the nasty Banders in Disc 1.



Gold Lugers

Steve makes these guns look good, but unfortunately they're not weapons at all; by the time you get them, he's used up all of the ammo. Place them in the door in the Palace 2nd floor save room.



Ingram Sub Machine Guns

Steve gets to wield twin sub machine guns when you control him on Disc 1. Later, Chris will find another pair of sub machine guns, which come in very handy against the numerous Hunters he'll face.



Grenade Launcher

The trusty boss-killer is back. Save this heavy weapon for those truly difficult encounters. You'll find all of the familiar ammo types: grenade, flame, biological and acid. The reload time is high (your character has to load a new grenade after every shot), so take this into account and fire from a distance.



AK-47 Assault Rifle

You'll get this machine gun early in Disc 2. It eats ammo but is great for dropping those extremely annoying moths you'll encounter during the first part of the Antarctic base.



SPAS-12 Shotgun

Chris' weapon of choice, the trusty shotgun is widely renowned for its ability to drop a zombie with a single well-aimed head shot. Good reload time and the ability to hit several targets with one shot make the shotgun ideal for clearing roomfuls of the undead.



Colt Python

The best handgun in the game, the Colt kills anything short of a Tyrant with a single blast. Save the scarce ammo for the Hunters and Alexia.



Sniper Rifle

Early in Disc 2 you can pick this weapon up after Alfred drops it. It has only seven shots, but you'll need them for the boss encounter that occurs immediately after you get the gun.



Linear Launcher

You'll get this weapon during the final battle against Alexia, and again if you get all A rankings in the Battle Game. Fired from a first-person perspective like the sniper rifle, the linear launcher does tremendous damage; it takes just one hit to put Alexia down for good.

KEY ITEM LIST - DISC 1

Here is a list of all of the important items in the first disc, where to find them and what to do with them. If you don't want to use the walkthrough but find yourself stuck, check this list to see what you missed.

Item	Location	Use
	Air Force	Above the carousel room, Residence
	Airport Key	On corpse in airport (after raising the bridge)
	Army Proof	T. Facility 2nd floor lab
	Biohazard Card	On lift in Underwater Base
	Bow Gun	T. Facility 2nd floor lab
	Briefcase	Cemetery
	Combat Knife	Prison Cell Room
	Control Lever	Inside the sea plane
	Duralumin Case (x3)	1st—Palace bathroom, 1st floor 2nd—Under the prison morgue 3rd—In machine shop, Antarctica (as Chris)

Item	Location	Use
	Eagle Plate (x2)	1st—In floor of Palace conference room, 1st floor 2nd—In the wall of the art room, T. Facility Palace art gallery (after solving puzzle)
	Earthenware Vase	Palace art gallery (after solving puzzle)
	Emblem Card	T. Facility balcony (after placing Eagle Plate in indentation)
	Extinguisher	Storage room near guillotine
	Glass Eye	Falls from zombie after you kill it, morgue room near guillotine
	Gold Key	T. Facility art room (after placing Skeleton Picture on the wall)
	Gold Lugers	T. Facility (Alfred's trap). Steve trades them for the Sub Machine Gun
	Grenade Launcher	T. Facility, after playing as Steve
	Handgun	Prison Courtyard
	Hawk Emblem	Prison Facility (metal detector area)
	Hemostatic	T. Facility Save Room
	I.D. Card	Under cabinet in hallway of 2nd Floor Save Room, Palace



Item	Location	Use
Key with Tag	Under Lion's Head fountain in pool of water. T. Facility. Turn valve to reveal key.	T. Facility 1st Floor office cabinet
King Ant Object	Palace casino (after placing Piano Roll in player piano)	Place in Alfred's music box in the Residence
Lighter	Equip to escape prison cell, scare away bats and use to light fire in Residence fireplace.	Trade to prison guard for Lockpick
Lockpick	Prison cell room (must give guard Hemostatic and Lighter)	Opens locked cases, cabinets & drawers
M-100P	Prison Bunk Building	Defense (can target two enemies independently)
Music Box Plate	Inside Alexia's music box	Place in Alfred's music box
Navy Proof	Outside of the palace, opposite the stairs	Place in airport elevator along with Army Proof & Air Force Proof to enter the plane
Padlock Key	Under the guillotine	Unlock the fence next to the prison bunkhouse
Piano Roll	Inside Iron Maiden in morgue basement	Place in player piano in Palace 2nd floor casino

Item	Location	Use
Queen Ant Object	Inside Earthenware Vase	Place in Alexia's music box in the Residence
Rusted Sword	Basement of morgue area, Prison	Place in Iron Maiden to unlock door and reveal Piano Roll
Silver Key	Residence bedroom (close music box)	Unlocks two doors in the Palace
Skeleton Picture	Biocontainment room, T. Facility 2nd floor	Place on the wall opposite the blue painting in the T. Facility art room.
Sp. Alloy Emblem	Place the Hawk Emblem in the scanner and the TG-01 in the Duplicator	Place in the lock on the gate in the prison courtyard (where you first met Steve)
Steering Wheel	Hidden passage in 1st floor "war room," Palace	Place it in the column on the dock outside the Palace
Sub Machine Gun	T. Facility (Alfred's trap)	Trade to Steve for the Gold Lugers
TG-01	Inside Briefcase found in cemetery	Place in duplicating machine

KEY ITEM LIST - DISC 2

Here's your handy reference guide to all of the important items you'll need to locate in disc 2.

Item	Location	Use
Air Force Proof	Airport lift terminal	Place in wall in diorama room along with Army Proof & Navy Proof to open hidden door
Alexander's Jewel	Examine Alexander's Pierce to remove the jewel	Place in portrait in mansion main hall to open secret passage
Alexander's Pierce	On the ice after using the Crane Key	Examine in inventory to reveal Alexander's Jewel
Alexia's Choker	On the floor after fighting Alexia (1st form)	Examine in inventory to reveal Alexia's Jewel
Alexia's Jewel	Examine Alexia's Choker in inventory to remove the jewel	Place in portrait in mansion main hall to open secret passage
Alfred's Jewel	Examine Alfred's Ring in inventory to remove the jewel	Place in portrait in mansion main hall to open secret passage
Alfred's Ring	Antarctic Transportation Terminal (after placing Paper Weight)	Examine in inventory to reveal Alfred's Jewel
Army Proof	Airport lift terminal	Place in wall in diorama room along with Navy Proof & Air Force Proof to open
Assault Rifle	WEAPON room, inside locker	Defense
Bar Code Sticker	B.O.W. room	Place on box on conveyor, main warehouse
Battery Pack	Underground Tunnel (under tank courtyard)	Place in T. Facility garage hydraulic lift

Item	Location	Use
Blue Jewel	Remove from tiger statue (after power is turned off)	Place in Alfred's music box
Chem. Storage Key	T. Facility garage (on catwalk after using Battery Pack on lift)	Opens the refrigerator in the chemical storage room
Clement Mixture	Combine Clement Σ and Clement α	Combine with Eagle Plate
Clement α	T. Facility gun parts room	Combine it with the Clement Σ to create Clement Mixture
Clement Σ	In the Chem. Storage room, T. Facility	Mix with the Clement α
Colt Python	In WEAPON room (after Chris uses the extinguisher)	Defense
Crane Key	Extinguisher refill room tank (after using the Sq. Valve Handle)	Operates the crane in the Antarctic Base
Crystal	Antarctic Lab prison area (as Claire)	Place under concrete slab trap to break
Detonator	Antarctic Base WEAPON room	Place in explosive on locker in WEAPON room
Door Knob	T. Facility lift	Place in door near biocontainment room
Dragonfly Object	Room above Alfred's bedroom	Combine with Wing Objects to make the Gold Dragonfly
Eagle Plate	In pool of water under diorama room (after placing the Proofs)	Combine with Clement Mixture to reveal the Halberd
Extinguisher	In the storage box where Claire left it	Extinguish flames in WEAPON room

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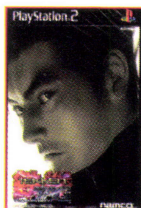
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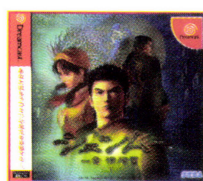
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














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Item	Location	Use
	Gas Mask	B.O.W. room (after power restored and B.O.W. box sent into the room)
	Glock 17	Chris starts with this weapon
	Gold Dragonfly	Combine the four Wing Objects with the Dragonfly Object
	Halberd	Combine the Clement Mixture with the Eagle Plate
	Lighter	After killing the worm as Chris (only if Claire gave the lighter to the guard)
	Linear Launcher	Final battle when Alexia turns into her 3rd form
	Luger Replica	T. Facility save room (underground tunnel)
	Machine Room Key	Check the Plant Pot in the inventory
	Mining Room Key	Conveyor belt in WEAPON room
	Music Box Plate	Alexia's music box (after placing the Red Jewel)
	Navy Proof	Airport lift terminal
	Octa Valve Handle (Chris)	Take it from the pipe where Claire used it earlier
	Octa Valve Handle (Claire)	Use the Valve Handle on the metal cutting machine
	Paper Weight	Antarctic Base save room (after placing Halberd in wall)

Item	Location	Use
	Plant Pot	Antarctic save room (after power restored)
	Red Jewel	Remove from tiger statue (after power turned off)
	Security Card (x2)	1st—Break Crystal under concrete slab trap 2nd—Examine the Security File as Chris near the end of the game
	Security File	Claire passes it to Chris near the end of the game
	Shotgun	T. Facility B1F on the wall under the stairs
	Sniper Rifle	Mining Room (after turning off poison gas)
	Socket	Behind the tiger statue in the Antarctic Lab (remove the blue jewel)
	Sq. Valve Handle	Combine the Octa Valve Handle with the Socket
	Sterile Room Key	In the 2nd floor office (after placing three jewels in portrait)
	Sub Machine Gun	Use the lighter on the wall sculpture at the start of Chris' game
	Tank Object	T. Facility catwalk (after placing Door Knob)
	Turn Table Key	Diorama room, T. Facility (after placing Tank Object)
	Valve Handle	Machine room, Antarctic base
	Wing Object (x4)	1st—On platform in hive room, Antarctic Lab 2nd—On ground near carousel, Antarctic Lab 3rd—On fountain in pool, Antarctic Lab 4th—After opening hidden portrait door, Antarctic Lab

IMPORTANT DECISIONS

Unlike *Resident Evil 3: Nemesis*, *Code Veronica* does not have obvious decision points in which your choice can affect the events in the game. There are many areas where you can choose whether to accomplish goal A or Goal B, and there are a few times in which a certain choice will make the rest of the game either easier or more difficult. Having played through the game several times, this walkthrough details what I feel is the best path through the game. Before we get started, I'd like to point out a few of the optional decisions you must make throughout the game and their consequences.

• **Don't leave the Extinguisher in the security box**—Near the beginning of the game, after you use the Extinguisher to douse the flames in the cemetery and get the briefcase, you'll have to place it in the security box to pass through the metal detector. It may seem like the Extinguisher has served its purpose, but be sure to take it out of the security box and place it in one of the storage boxes for later use. Chris needs it near the middle of Disc 2 and if you leave it behind you'll be out of luck.

• **Take the Hemostatic Medicine to the prison guard**—There is absolutely no reason why you should not complete this optional quest in the later portion of Disc 1. Claire will trade the medicine and her lighter for a lockpick. It's easier to make this trade after finishing the first set of events in the Residence and the events in the guillotine area of the prison, since you'll be able to use the lighter to scare away the bats in those areas. With the trade complete, Claire can open locked cabinets and those duralumin cases you've found and Chris will get the lighter back from the guard in Disc 2. If you don't make the trade, Claire can't upgrade her handgun or open the cases and Chris won't be able to get the sub machine guns. She'll still have the lighter, which is all but useless to her in Disc 2.

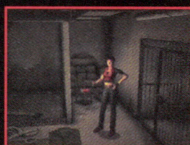


• **Where should I use the first Eagle Plate?**—There are two Eagle Plates in Disc 1 and two places to use them: the door near the guillotine and the balcony in the T. Facility. You can use the first plate you find in either place, but I recommend the guillotine area, since you'll be able to complete the set of events in that area, grab the stuff from the metal detector building and make the trade for the lockpick in the same area. Use the second plate in the T. Facility balcony and you'll avoid a lot of needless backtracking.

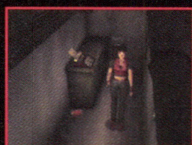
• **Killing the worm with Claire**—This is a waste of ammo, since Claire can't really kill the worm and it's very easy to avoid anyway. If you fight the worm thinking that Chris won't encounter it in disc 2, think again. He'll still have to kill it to get the lighter in disc 2.

• **Stash weapons for Chris in Disc 2**—This is interesting. Near the beginning of Disc 2, just before Claire turns off the gas leak and fights the second boss monster, stash the Assault Rifle, Grenade Launcher and handgun ammo in the save room storage box. Claire can easily handle Alexander with Alfred's sniper rifle and some explosive arrows. When you continue the game as Chris back on the island, you'll find all of the ammo and weapons Claire stashed away waiting for him in the box. Instant arsenal!

WALKTHROUGH - DISC 1



1. Equip your lighter and a mysterious man will open the jail cell and let you out. Turn around and go back into the cell to get the **Green Herb** in the corner opposite the door. Grab the **Handgun Bullets** from the chair and read the prisoner list on the table (it lists Claire as "WKD4496"). Take the **Combat Knife** from the table as well, then leave through the metal door. Note that the injured man who released you needs hemostatic medicine. You'll be back here later in the game.



2. Just outside the door you'll find the first typewriter and some ink rolls. Don't save just yet—it's much too early in the game and you haven't even seen a zombie yet. Grab the **Ink Ribbon** and **Handgun Bullets** then head up the stairs at the end of the hallway.



3. You'll be attacked by a bunch of zombies in the cemetery. Since you only have a knife, your best plan is to run around them and head for the gate at the far end. Be sure to remember the **Briefcase** that fell out of the vehicle; you'll need to come back for it a little later.



4. In the central courtyard a brief cutscene will play and you'll get a **Handgun**. Search the dead body near the truck for some **Handgun Bullets** and then head out the door opposite the one you came in through.



5. Take the wooden stairs up to the walkway and follow it to the end to get a **Green Herb**. Be sure to equip your gun and then backtrack to the door and enter.



6. Take down the zombies inside, then take the stairs to the left for another **Green Herb**. Grab the **Handgun Bullets** from the bookshelf and get the **Prison Map** off the wall around the corner. Then go through the door on the right wall.



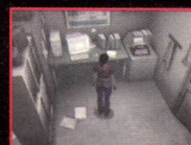
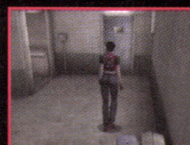
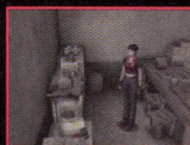
7. Read the **Prisoner's Diary** on the bunk, then take a left at the end of the corridor and get the **Handgun Bullets** from the body in the second shower stall. Now head back around the corner (you'll see a zombie pounding on the window). Grab the **Handgun Bullets** from the shelf and get ready to fight—the zombie crashes through the window while another tries to attack your ankles. Kill both of them and then pick up the **M-100Ps** the zombie dropped. These guns have a 100% ammo rating and you won't find new ammo for them, so use sparingly. They have a high rate of fire and can hit two separate targets simultaneously. Return outside and run all the way around the building until you come to a door (near the locked chain-link fence gate).



8. You'll have to fight your way through some more zombies in the next area. Make your way around the corner to the door and open it.



9. Just inside the door is a metal detector. You'll be prompted to place all of your metal objects into a safe box. This includes everything you're carrying at this point except for herbs (don't forget to put your lighter in the box as well). Now proceed through the hallway and turn right at the end. Take note of the **BOW Gas Rounds**, **Flame Rounds** and **First Aid Spray**, but don't pick them up yet (you can't get them out past the metal detector for awhile). Now enter the door on the other side of the room.



10. There are a few things to do in this room after the cinema with Steve ends. First, grab the **Ink Ribbons** from the desk, then open the drawer under the computer to get the **Hawk Emblem**. Now read the **Fax** on the desk opposite the computer. Finally, push the button on the wall next to the blocked door to restore power to the metal shutter back outside. Go back out the door into the room with the metal detector.

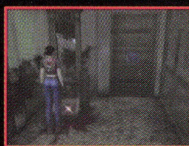




11. Activate the scanning machine by pressing the button, then place the Hawk Emblem inside. Return through the hallway (you'll have to leave the ink ribbons in the security box) and collect your belongings from the front security box. Now equip your gun and head back outside.



12. Press the button to the left of the shutter and it'll open. The gate to the fence behind you will open as well, releasing the zombies in that area. Fire at the gas tank inside the room to take out the zombies. Grab the **Extinguisher** from the corner and walk over to the area inside the chain-link fence. Search around the base of the guillotine to find the **Padlock Key**. Take note of the door with the shield-shaped indentation.



13. Head back to the cemetery. On the way, go around the large building and use the padlock key on the locked door to open a shortcut back to the metal detector building. When you get to the cemetery, use the extinguisher on the flames around the **Briefcase**, then take it. Go into the inventory screen and examine the case. Rotate it around until you see the handle and examine it again. The case will open, revealing the **TG-01**.



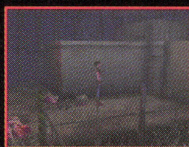
14. Return to the room with the scanning machine and place the **TG-01** in the duplicator next to the scanning machine. It will carve an exact replica of the hawk emblem; one that you can carry through the metal detector.



15. Now go back to the courtyard where you first met Steve and use the fake medallion on the double doors to open them.



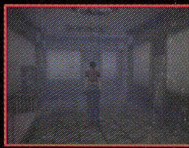
16. Take the catwalk around the bridge and pick up both **Green Herbs**. Check the seat of the crashed jeep on the bridge to find some **Handgun Bullets**. Push the gray crate into position next to the others (move it onto the patch of fire), then climb over them to reach the stairs.



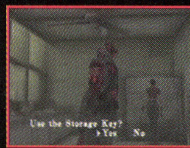
17. At the top of the stairs, head through the smaller door to the right of the large gate. Next, go through the large doors on the left wall.



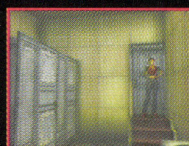
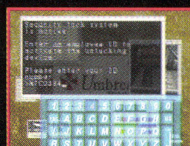
18. Inside the building, head up the stairs and then through the door to the left. Get the **Bow Gun** and read the file on the desk. When you leave the room you'll automatically run back downstairs and a heavy gate will shut behind you.



19. Now go down the hall and get the **Red Herb** from the bench and the **Arrows** from the phones. Enter the door at the far end of the hall and search the two open lockers for **Arrows**. Go around the corner and get another quiver of **Arrows** from the dead body by the door. Head into the next room and hop into the water. Use the red valve on the left wall to stop the water flow and reveal the **Key with Tag**. Now return to the hallway. Take note of the locked drawer in the desk; you can return here later with the lockpick to get some **Handgun Bullets**.



22. Follow the path until you reach the stairs leading to the main doors of the palace. Take the **Navy Proof** from the ground opposite the stairs, the **Green Herb** to the right of the doors, then go inside.



26. Now enter the door you unlocked with the computer. Take the **Handgun Bullets** from the niche with the vase and the **Red Herb** from the floor next to the bench. Enter the door at the far end of the hallway.



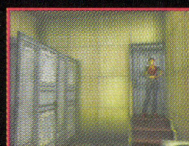
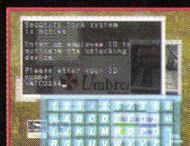
27. Get some more **Handgun Bullets** from the coffee table, then press the button on the far wall to watch a disturbing video play on the wall screen. A display cabinet will slide back, revealing a hidden passage.



them. Instead, pick up the **Steering Wheel** from the floor just inside the entrance and head for the main doors of the Palace (make a detour to the save room on the way and stash the **Duralumin Case**; you won't be needing it for some time).



20. Go into the room opposite the telephones. Operate the computer and you'll be able to print out a copy of the **T. Facility** map. Take the **Green Herb** from the floor opposite the copier. Get the **Arrows** from the desk, then enter the office where you'll use the key to open the cabinet and get some **Bow Gun Powder**. Combine this item with your arrows to create ten explosive arrows.

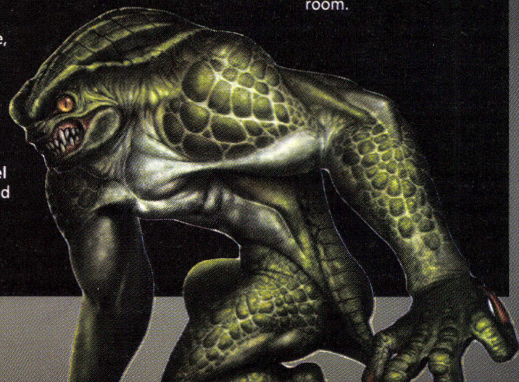


21. Now leave the **T. Facility** and return to the area just outside. Turn right and go to the stairs and take them up.

24. In your inventory, check the **I.D. card** and rotate it so you can read the number on the back (**NTC0394**). Go to the computer and enter this number when prompted. This unlocks a door on the wall behind you. Equip your lighter and enter the other door (opposite the stairs) first.

25. Bats! As long as you keep the lighter equipped they won't touch you. This is extremely handy, since the bats are hard to hit with your gun. Pick up the **Duralumin Case**, **First Aid Spray** (on the sink) and **Handgun Bullets** (out of sight in the open stall), then leave the room.

28. In the secret passage, take note of the twin gold lugs mounted on the wall, but don't grab



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29. When you reach the main doors and try to leave, a cutscene will play and you'll have to race back to the room you just left (with the gold lugers) and solve an incredibly easy

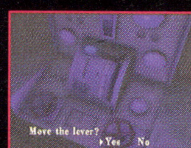
puzzle to release Steve from the secret room. The wall screen has slid up, revealing a terminal, and you have to match the pair from six objects. The correct answer is obviously the two guns, "C" and "E." Now leave the Palace and head to the right.



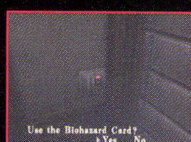
30. At the bottom of the stairs, head for the alcove under the staircase to find some **Handgun Bullets** and the **Palace Map**. Then head to the dock and pick up the **Arrows** from the barrel. Use the **Steering Wheel** on the column and give it a good spin to raise a submarine. Take the ladder down into the sub.



31. Pick up the **Side Pack** from the bench behind the ladder (it allows you to carry two more items than normal) and then operate the controls to submerge.



32. Follow the corridor to this room. Grab the **Handgun Bullets** from the bench and the **Ink Ribbons** from the boxes, then enter the large metal loading door. Run across the bridge to avoid the bats, then enter the loading door on the far side. Get on the elevator to the right and ride it up to the control room. Use the controls to move the crane all the way up and all the way left; it'll pick up the large crate blocking the control panel. Head back down.

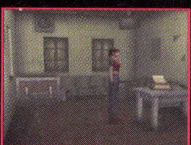


33. Press the button on the control panel under the crane to bring the lift up. Take out the horde of undead that ride up with it, then grab the **Arrows** and the **Biohazard Card** from the stacked boxes on the lift. Return to the Palace to save your game if you want, then head to the T. Facility. Bring along some **Bow Gun Powder**.

34. When you reach the courtyard of the T. Facility, you'll get a nasty surprise in the form of a giant worm monster. You can try to kill it now, but you'd waste a lot of ammo. It's far easier to simply run around it to the door. At the end of the hall, use the **Biohazard card** on the reader to open the shutter. Run through the hall and go through the door at the far end.



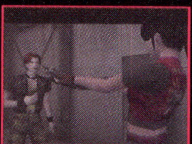
35. In the open courtyard, Alfred will take pot shots at you with his sniper rifle. Run quickly up the stairs to avoid getting hit. Alfred will run away when you reach the top. Take note of the shield-shaped indentation in the balcony, then enter the door to the right of the stairs.



36. Grab both boxes of **Handgun Bullets** from the crates in this room, then go through the gray door to find another save room. Take the **Hemostatic**, two **Green Herbs** and **Ink Ribbons**. Stash the **Hemostatic** in the storage box, then head back out the door. Try the brown door and a shutter will lower, trapping you in the room. After a short cutscene, the brown door will be unlocked. Equip a weapon and head through.



37. To the left of the door you'll find a pair of **Sub Machine Guns**. Pick them up and head around the catwalk. You'll be attacked by a new monster: a bander. These guys are tough and can hit you with their elastic-like, oversized arm from a good distance. A few explosive arrows will put him down. Go down the stairs and through the open door at the bottom.



38. As soon as you go through the door, a cutscene will play and Steve will once again show up. Claire trades the **Sub Machine Guns** for the **Gold Lugers**. You're now controlling Steve for a very short time. There's not a lot you can do as Steve except kill zombies with his dual sub machine guns. Be sure to clear all three rooms that Steve has access to so you won't have to waste ammo on the zombies later. In the room with the gas leak, climb the stairs and go through the door at the top to end your time with Steve.



39. Walk over to Steve and the floor will collapse. After the cutscene, climb on the crate in the corner for some **Handgun Bullets**, then leave through the double doors. Grab the **Arrows** on the ground and head back to the Palace save room. Use the **Gold Lugers** on the door to unlock it.

40. In the next room, get the **Handgun Bullets** from the table, then read the memo on the desk next to the computer. At the computer, you'll be prompted for the password (it's 1971). The clock on the wall will move, revealing a hidden passageway. Enter it and follow the hallway to the staircase.

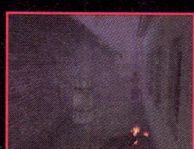
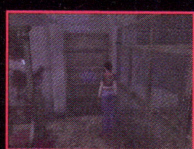


41. Continue up the path until you reach the Residence on the top of the hill. Equip your lighter and enter. Make your way to the second floor and enter the door at the end of the walkway. After the cutscene, head to the right around the corner and through the door. Be sure to grab the **Green Herb** outside the door. In the bedroom, close the music box to raise the bed cover, then take the **Silver Key** from the bed. On the way out of the residence, stop by the first floor room to get some more **Handgun Bullets** and **Ink Ribbons**. Use the lighter on the fireplace to reveal some **Arrows** on the mantle. Head back to the Palace.

42. Use the **Silver Key** on the second floor door and head through into the casino area. Grab the **Handgun Bullets**, **Bow Gun Powder** and two **Green Herbs**. Take note of the player piano, then head downstairs and through the door on the back wall.



43. Use the Silver Key to unlock the door directly across from you. Read **Hunk's Report** and get more **Handgun Bullets** from the chair, then take the **Eagle Plate** from the floor. There are two places where you can use this item at this point in the game. You can either return to the guillotine area and place it in the door there, or you can go back to the T. Facility and put it in the indentation in the balcony from which Alfred was shooting at you. For this walkthrough, we're going back to the guillotine in the prison first, since there are a couple of side trips to make in that area.



44. Place the Eagle Plate in the door and head through to the next door. Go straight through the alley and enter the metal gate at the end. Pick up the **Handgun Bullets**, then hop over the crate. Push it to unblock the door into the metal detector facility. Now you can go in and grab the grenade rounds, first aid spray and ink ribbons you had to leave behind earlier. Stash them in the box just outside the door. Grab the Hemostatic and the Duralumin Case from the box. Then return to the alley, get the **Green Herb** in the corner and enter the door to the brick building.



45. Grab the **Handgun Bullets** on the stand across from the door, check the cabinet against the wall for a **First Aid Spray**, then continue through the morgue and out the door. In the next room, get the **Red Herb**, **Handgun Bullets** and another **Duralumin Case**. Return to the morgue room where you'll be attacked by a fast, tough zombie. Dispatch him with a single explosive arrow. Take the **Glass Eye** from the dead zombie and enter the small office adjoining the main room.

46. Read the **Anatomist's Notes** on the desk, then place the **Glass Eye** in the anatomy model. A section of wall slides up, revealing a staircase leading down. Head down.

47. Equip the lighter at the bottom of the stairs to ward off the bats and follow the tunnel around to the door, picking up the **Green Herb** on the way. In the next room, take the **Handgun Bullets** from the chair and head down the stairs to the basement. In the basement, take the **Rusted Sword** from the statue. Gas starts to fill the room. Turn and push on the bar behind you to rotate the shield-holding statue counter-clockwise until the gas stops. Place the sword into the Iron Maiden, kill the zombie that pops out and take the **Piano Roll** from inside the torture device.

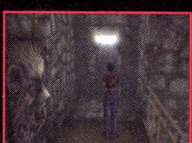
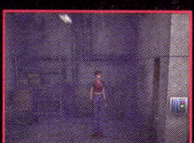


48. Now it's time for a little side trip. Return to the very first room in the game—where you left the wounded guard at the start of the game. When you enter the room, a cutscene will play and Claire will trade the Hemostatic and her lighter for a **Lockpick**. Examine both **Duralumin Cases** and use the lockpick to reveal **Bow Gun Powder** and **M93R Part**. Combine your handgun with the handgun parts to make a rapid fire, 20-round capacity gun. Now return to the Palace.

49. Head to the casino and put the **Piano Roll** into the player piano. Take the **King Ant Object** that appears in the slot machine and return to the save room to stash it in the box. Be sure to grab the **Biohazard Card**. Return to the T. Facility courtyard (where the worm hangs out) and run all the way to the far door.

50. Return to the room where you last saw Steve and you'll find that the previously blocked side door is now accessible. Head through, grab the **Handgun Bullets** from the corner, then enter the brown door at the end of the hall. Take the second **Eagle Plate** from the wall. Take note of the picture on the wall next to the typewriter. Something seems to be missing from the room...

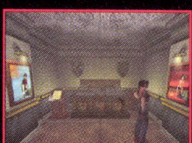
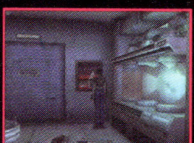
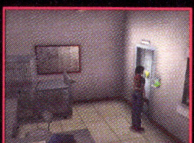
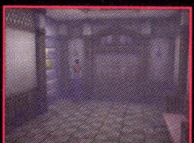
51. Return to the balcony where Alfred shot at you with his rifle and place the **Eagle Plate** in the indentation (to get there, return to the main area of the facility and use the **Biohazard Card** to open the second shutter in the hall). The Plate will move, revealing the **Emblem Card**. Go back down the stairs and climb down the ladder in the enclosed area in the corner.



52. Use the **Emblem Card** to open the gate at the end of the hall. Hop down into the room, then go up the stairs to the right and through the door. Take the **Grenade Rounds** from the shelf and open the gate with the **Emblem Card**. Get the **Grenade Launcher** from the floor. Go through the gray door near the shelves to get more **Handgun Bullets** and some **Acid Rounds** (in the locked cabinet). Go through the green door in the room with the grenade launcher to get some **Arrows**, then return to the room with the leaking gas pipe and head up the opposite staircase and through the door.

53. Take the **Handgun Bullets** from the statue face on the wall and continue on through the next door into the elevator and take it up to the second floor. Use the emblem card to raise the shutter and enter the room. Take the **Army Proof** from the computer terminal and the **Green Herb** from the floor. Use the computer terminal to look around the biocontainment room. Focus the camera on the painting on the back wall and zoom in. You'll see the number 1126 on the painting. Then go up the stairs to the platform. Take the **Grenade Rounds** and read the panel on the wall to find out about the Albinoids. Exit

through the door in the side wall and make your way back to the main T. Facility hallway.



54. Use the **Biohazard Card** to release the shutter and head upstairs. At the keypad, enter the number 1126 to open the door. Inside, take the **Acid Rounds** from the desk and then remove the **Skeleton Picture** from the wall. Run back out the way you came and down the stairs before the shutter closes. Return to the room with the blue painting and place the **Skeleton Picture** on the opposite wall. The back wall will move, revealing a diorama of the facility. Take the **Gold Key** from the diorama, read the dedication on the pedestal (remember the dedication date of 12/8), use the lockpick on the table to reveal a **First Aid Spray**, then return to the Palace. Put the **Army Proof** into the storage box, then enter the first floor hallway and use the **Gold Key** on the door around the corner.



55. In this room you'll see 7 paintings of various members of the Ashford family. Read the message on Alfred's portrait (at the top of the stairs), then press the buttons under each painting in this order:

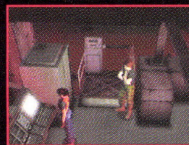
- Woman with tea set (left wall, closest to Alfred's portrait)
- Middle-aged man with twins (back wall, closest to door)

- Red-haired man with tea set (right wall, closest to Alfred's portrait)
- Red-haired man (back wall, left side)
- Man with vase (right wall next to door)
- Man with candlestick (left wall)
- Alfred's portrait (top of stairs)

Alfred's portrait will rotate, revealing another painting and an **Earthenware Vase**. Take the vase and examine it in your inventory, turning it so the mouth faces you. Examine it again to reveal the **Queen Ant Object**. Return to the save room and get the **King Ant Object** from the box, then head up the hill to the Residence with both Ant Objects in your possession.



58. Take the **Ink Ribbons** from the desk and the **Handgun Bullets** from the floor next to the desk (obscured by the chair), then push the crate over to the display case and climb onto it to get **Alfred's Confession**. Read it to reveal the **Air Force Proof**. Take the **Newspaper Clipping** from the stairs, then return below. As you leave the bedroom, a cutscene will play. Follow Alexia through the secret door and examine the blond wig on the music box.



59. Return to the Palace save room and get the other two proofs (**Navy Proof & Army Proof**) from the box. Then head outside to the submarine. In the underwater base, enter the door by the fish tank. Activate the lift platform by using the terminal, then place all three **Proofs** in the slots to lower the lift to the plane.



56. In Alexia's room, place the **Queen Ant Object** on the music box and take the **Music Box Plate**. Return to the hallway and follow it all the way around to Alfred's room. Place the **King Ant Object** on the music box in his room; when it opens, put the **Music Box Plate** inside. The bed canopy will lower, revealing a ladder leading up. Climb it.



57. In the carousel room, take the **Green Herb** and the **Silver Dragonfly**. Go into your inventory and examine the **Silver Dragonfly**. When prompted, select "yes" to detach the wings. Move to the large painting of an ant on the wall and insert the **Silver Dragonfly** into its mouth. The carousel will rotate, revealing another ladder. Climb up.



61. Return down the lift to the loading bay and use the key on the door marked K-402. In the next room you'll find **Handgun Bullets**, **Grenade Rounds** and two **Green Herbs**. Use the storage box to get your **grenade launcher**, all of the ammo and a couple of healing items. Push the two crates into the elevator so the door will shut. To do this, push the crate closest to the wall into the elevator, then push the second crate all the way over to the wall, then into the elevator. Get on the elevator; a 5:00 countdown will start. You'll come out in the courtyard of the T. Facility. Quickly make your way back to the path to the Palace.



62. The Tyrant will block your path back to the Palace. He's very slow, so just back up and hit him with grenades (aim up with the regular grenades to have a better chance of hitting him). After a couple shots, he'll fall to his knee. Wait until he gets back up and keep repeating until he falls flat on his face, then continue on to the submarine. Now retrace your earlier steps to the plane and get onboard.



63. Tyrant is on the plane and you have to get rid of him. Take all of your grenades and lots of healing items and enter the cargo bay. The area is cramped and it's hard to avoid his attacks. Don't get near the open cargo hatch or he'll knock you out of the plane. If Tyrant knocks you down, he'll stand up straight and move his right arm back slowly; this means he's going to kill you! Get up fast and run out of his way before he can land the killing blow. Heal every time you fall into the yellow "Caution" range; Tyrant can kill you with one blow unless you're fully healed. Keep avoiding Tyrant and hitting him with grenades (the **BOW** rounds work well) until you see a solid trail of blood behind him (not just the smallish blood drops he starts leaving after a little while; it's got to be a real heavy trail). He'll also slow down considerably. When you see this, move to the control panel for the catapult and send the crate flying at him. If Tyrant has taken enough of a beating, he'll be pushed out of the plane. If not, he sends the crates back and you'll have to wait a couple of minutes for the catapult to ready itself again.



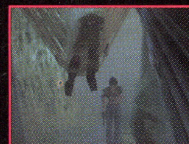
WALKTHROUGH - DISC 2



64. You'll start as Claire, just after the plane crashes into the base. Head forward and down the ladder, then enter the door next to the stairs leading down.



65. In the room, check the locker for **Handgun Bullets** and a **First Aid Spray**. Take the **Bow Gun Powder** from the stand by the wall and both boxes of **Handgun Bullets** from the bookshelf on the cot (where the zombie falls off). Then leave the room and head down the stairs.



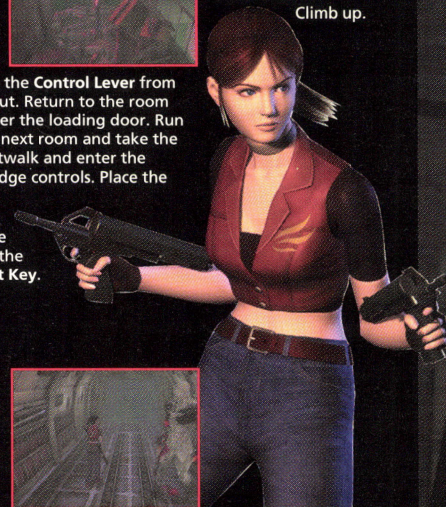
66. Go straight through the hall to the brown door opposite the stairs. Use your handgun to kill the moth in the hallway. If it poisons you, head down the side hall and use the potted **Blue Herbs** to cure yourself.



67. In the save room, take the **Ink Ribbons**, **Green Herb** and **Arrows**. Read **Alexander's Memo**, then push the bookcase to reveal a hidden passage. After the surprise, look in the locker in the passageway to read the **Butler's Letter**. Take note of the switch in the locker (you can't operate it without electricity), then leave the save room and head through the moth hallway into the door leading off the side corridor (opposite the blue herbs).



68. In the large warehouse, take note of the three doors along the wall. The first is at the top of a small staircase, the second is labeled **B.O.W.**, and the third is labeled **WEAPON**. Enter the door marked **WEAPON** and take the **Mining Room Key** from the conveyor belt. In the fenced area, take the **Assault Rifle** from the lockers directly ahead, then pick up the **Detonator** from the ground and place it in the explosive on the locker next to you. Unless you still have the lighter (which you shouldn't) there's nothing more to do in this room. If by some chance you have the lighter, use it on the detonator to blow open the locker and reveal some **Handgun Bullets**. Otherwise, Chris will get into the locker later. Return to the main room and enter the door marked **B.O.W.**



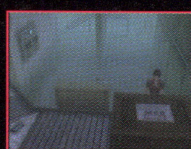


69. Use grenades to make short work of the two spiders in the

room, then quickly grab both boxes of Handgun Bullets from the crate, the Arrows from the conveyor, the Green Herb and Blue Herb on the ground and the Bar Code Sticker from the box in the corner (next to the giant web). Leave the room and head up the small staircase, using the key to enter the locked door.



70. In the mining room, climb the two ledges to the left and go up the stairs to look at the pipe. Read the notice near the octagonal hole, then climb back down and enter the door on the lower level. Run to the back of the room and activate the generator, then head over to the second control panel (near the front of the room in a small alcove) and pull the lever there to restore power to the facility. There are also three Green Herbs in the room.



71. With the power back on, head to the conveyor control panel in

the main warehouse room. Place the Bar Code Sticker on the box, then press the button on the side wall. Finally, pull the lever on the sorter to send the B.O.W. box into the B.O.W. room. Return to the B.O.W. room and take the Gas Mask from its place on the wall. Return to the save room.



72. In the save room, press the button in the locker to reveal another hidden room. Get the Plant Pot from the ground, then go into the inventory and examine it—rotating it to see the bottom—to get the Machine Room Key. Exit the save room and head back upstairs, through the double doors near the ladder.

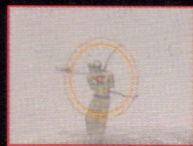


73. Head to the right and use the Machine Room Key on the door. Run through the next room and use the far door. Take the Valve Handle from the floor and return to the machine room. After a cutscene you'll be back out on the catwalk; the mining room is now filled with poison gas. Head around the catwalk to the door at the far end and enter.



74. In the room, place the Valve Handle on the metal cutting machine to reshape the square end into an octagon. Take the Green Herb, Blue Herb, Ink Ribbons

and two boxes of Handgun Bullets, then return to the mining room with the Octa Valve Handle and Gas Mask in hand. Note: At this point in the game you might want to save before entering the mining room. I'd recommend leaving your handgun bullets, grenade launcher and assault rifle in the storage box so Chris can use them. Take the Bow Gun and whatever explosive arrows you have (if you don't have any left, take the AK-47 along) and at least two strong healing items.



75. In the mining room, climb up the ledges to the left and use the valve on the pipe at the top to shut off the gas. Watch the cutscene with Alfred, then climb back down to the lower level and pick up the Sniper Rifle. Picking it up starts another series of cutscenes, after which you'll be facing Alexander on a small rooftop area. This battle can be easy or hard, depending on your aim with the sniper rifle. Aim for Alexander's heart and it will only take four or five hits, plus maybe a couple of arrows or rounds from the AK-47 to drop him. If you miss his heart with all seven sniper shots, he'll take loads of punishment from your other weapons before falling. Stay away from the edges—he can push you off with a single hit—and hit him from a distance. Keep moving to avoid the poisonous gas clouds he shoots. There is a First Aid Spray in one corner if you need additional help.



76. Chris' adventure starts here. He arrives in a cavern beneath the T. Facility and encounters the prison guard from the start of the game. If you brought the Hemostatic medicine to him

with Claire, you'll be able to get the Lighter back from him now. You have to kill the giant worm first, though. Take the time to grab the Green Herb, Arrows and Ink Ribbons from the area—and get the grenade launcher from the storage box if you put it in there as Claire. Then go through the door to face the worm.



77. Use the grenade launcher on the worm for a quick kill, or tough it out and pop about 25 or 30 handgun bullets into it. Take the Green Herb, Blue Herb, Handgun Bullets and Arrows,

then return to the room you started from and head to the relief sculpture on the wall near the storage box (if you got the lighter; if not, head straight to the elevator on step 78).



78. Use the lighter on the sculpture to lower the gate and get the Sub Machine Gun. Now return to the worm room and enter the elevator to take it up into the T. Facility.



79. You'll find yourself in the familiar T. Facility garage. Take out the zombies and head out to the tank courtyard via the large double doors.



80. Press the button on the back of the tank, then grab the Handgun Bullets from the ground and ride the lift down.

81. In the hallway, take the Shotgun Shells, Green Herb and Blue Herb, then head to the silver door at the end of the hall and grab the Battery Pack from the floor. Use the Uzis to fight off the spiders that attack. Enter the brown door in the side wall to find a save room.

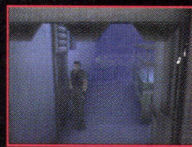


Acid Rounds, Ink Ribbons, Shotgun Shells and Handgun Bullets. There's also a potted blue herb you can use if you got poisoned by the spiders outside. Move to the cabinet and open the drawers in this order: Red, Green, Blue, then Brown, to find the Luger Replica. Stash it in the storage box and you'll be able to play as Steve in the Battle Game. Return up the lift and into the garage.

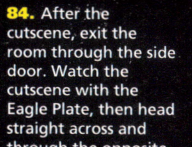
82. In the save room, you'll find a Green Herb,



83. Use the Battery Pack on the lift, then climb on and take it up to the catwalk. Go left and take the Chem. Storage Key. Read the Alloy Report and then head right and through the door.



84. After the cutscene, exit the room through the side door. Watch the cutscene with the Eagle Plate, then head straight across and through the opposite door. You'll find yourself in the biocontainment room. Take the Side Pack from the rubble and the Arrows from the floor. Exit the same way you came in, go through the opposite door and then turn at the hallway and enter the elevator. Take it to B1F.



85. Take the staircase down and remove the Shotgun from the wall. The stairs will lift up. Take the Handgun Bullets and Ink Ribbons from the ground and then enter the door. Take the stairs in the lab up, grabbing the Green Herb on the way. At the control panel on the second level, hit the button and take the Assault Rifle Bullets from the lowered tube. Exit through the metal double doors.



86. In the next room, pick up the Door Knob from the floor and then get ready to face some familiar fiends: Hunters! Bust out your shotgun and pump them full of lead. Then enter the gray door and go through the pair of now-unlocked automatic doors into the Chemical Storage room.



87. Take the **Shotgun Shells** and **Handgun Bullets** from the table, then use the key on the fridge to open it up. Set the temperature to 128° and then take the **Clement Σ**.

Now return to the elevator. You can open a new path by hopping into the water underneath the raised stairs, wading over to the other landing and climbing the ladder. You'll be in the tunnel underneath the tank near the save room. Dodge the surveillance robots (if you get caught in their lights, a Hunter will appear) and climb back down the ladder, replace the shotgun and take the stairs up to the elevator. Go to 2F.



88. Head back to the biocontainment room and take the door into the hall-

way. Use the Door Knob on the door there. Go through the door onto a new section of the catwalk in the garage. Head to the right and take the **Tank Object**. To the left is a box of **Handgun Bullets**. Now return to the elevator and go to 1F.



dodge the "Hunter-cam" and enter the door to the painting room with the diorama of the facility. Place the **Tank Object** into the indentation, then take the **Turn Table Key** and read the **Secret Passage Note**. Make sure you have a couple of full-healing items. Now return to the area below the lab where you fought the first Hunters and use the key on the turn table control panel.



89. Grab the **Handgun Bullets** from the corner by the locked door, then



90. Climb over the crates and head through the break in the wall. You're now in the remains of the main T. Facility hallway. Enter the door on the opposite wall and take the **Shotgun Shells** from the floor and the **Acid Rounds** from the locker in the back office. Go through the destroyed wall and out the door in the hallway. Exit through the door at the end of the hall. You're on the other side of the ruined courtyard and can now get to the ladder in the corner. Take it down.



91. Pull the lever at the bottom of the ladder,



92. You must manipulate the oil levels in this machine in order to restore pressure to the bridge so you can lower it

using the control lever. Here's the solution:

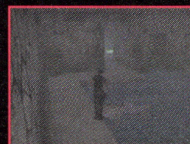
- Press the button under the #3 tank four times.
 - Press the button to the right of the #10 tank once.
 - Press the #3 tank button once.
 - Press the #5 tank button once.
- The group of zombies in the corner will get up after you complete this puzzle. Put them down to grab a box of **Shotgun Shells** from the floor.



93. Return back across the bridge and use the control panel to send the bridge down to its original position. Head back down. Make sure you have at least three empty slots in your inventory—if not, visit the storage box and drop some stuff off. Then head through the large metal door and out onto the lowered bridge (get ready to fight off a Hunter). In the room past the bridge, follow the "U" around to the door next to the fish tank and head through. Turn off the power to the lift at the terminal and remove all three Proofs from the control panel. Now it's time to head all the way back to the room with the diorama (on the first floor T. Facility).

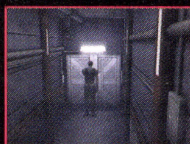


94. Place all three Proofs into the slots in the wall to disable the laser tripwires. Pull the lever to reveal a hidden passage under the diorama. Grab the **Shotgun Shells** and **Green Herb** from behind the podium. Take the ladder down...



95. Run past the spiders in the next hallway, picking up the **Green Herb** and **Grenade Rounds** from the corner and take the ladder down at the end of the passage. Take both **Green Herbs** and the **Blue Herb** in the next hallway, then continue to the pool. You'll see the fully-grown Albinoid in the water, along with the **Eagle Plate**. Take the **Handgun Bullets** from the ground on the left side of the

pool. There are two schools of thought when it comes to getting the **Eagle Plate**. You can kill the Albinoid from the safety of the ground around the pool, but this is a tough task; the monster is fast and hard to hit with anything other than the shotgun or grenade launcher, and you'll expend loads of ammo doing the job. The other option (my personal favorite) is to simply hop into the water when the Albinoid is at the far end, run to the **Eagle Plate**, grab it and hustle out of the pool. Sure, you'll get shocked by the Albinoid a couple times, but it does little damage, and as long as you have a mixed herb (**Green + Green**) or two, you can pull this trick off without a problem...and save ammo!



96. Return to the save room under the tank courtyard. If you left the shotgun on the wall in B1F, make a side trip

and recover it on the way (take the ladder up to the hallway near the save room). You'll definitely need it later. Take the **Clement Mixture** from the storage box and combine it with the **Eagle Plate** to get the **Halberd**. Head back into the hallway and use the **Halberd** on the silver door at the end. Chris will enter the door and find transportation to the Antarctic.



around and you'll find an area that was not accessible to Claire. It has **Ink Ribbons**, **Grenade Rounds** and the **Antarctic Transportation Map**.



Check the bookcase for **Handgun Bullets**. Head back out and down the stairs into the save room.

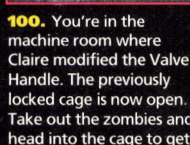


98. In the save room, use the **Halberd** on the indentation in the wall to open the bookcase. Take the **Paper**

Weight and the **Ink Ribbons** from the open drawer and read **Alfred's Diary**. Take the **Extinguisher** out of the storage box; you'll need it again shortly. Leave the save room and go back up the stairs and through the double doors.



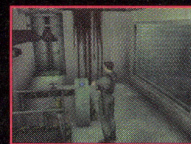
99. Head right and enter the door at the end of the walkway. You're in the room where Steve broke the gas pipe. You can now walk out onto the thick layer of ice and head over to the pipe with the **Octa Valve Handle** still where Claire placed it. Remove the handle, fight off the zombies and leave the room. Head around the catwalk and enter door to the far left.



100. You're in the machine room where Claire modified the **Valve Handle**. The previously locked cage is now open. Take out the zombies and head into the cage to get the **Duralumin Case** and **Shotgun Shells**. Return to the catwalk, turn to Chris' right and hop down onto the ice, then back up onto the platform directly across the way. Enter the door.



101. One of Wesker's surveillance robots will spot you after a brief cutscene. Take out the Hunter that comes around the corner, then enter the green doors on the right side.



102. Press the blue button on the terminal to raise a barrel of extinguisher liquid. Use your **Extinguisher** on it to get a refill. Take the lift next to the terminal down to the **WEAPON** room. Use the **Extinguisher** on the flames to put them out, then head around the corner and take the **Magnum** from the crate on the conveyor. Head further into the room and use the lighter on the locker where Claire stuck the **Detonator** to blast it open, revealing three boxes of **Handgun Bullets**. Now return to the hallway outside of the extinguisher room.

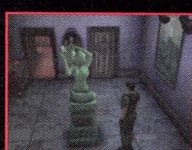


103. Continue down the hall and enter the elevator at the end. Try to avoid being spotted by the surveillance robots. After the elevator, enter the door directly across from you, then

enter the room on the right wall. Pick up two more boxes of **Handgun Bullets** and **Ink Ribbons** from the desk, the two **Green Herbs**, **Blue Herb** and **Shotgun Shells** from the ground, then use the **Octa Valve Handle** on the machine to set the fuse. Finally, move the lever on the terminal to restore power to the facility. Exit the room.



104. Follow the frozen hallway around, picking up two **Green Herbs** and one **Blue Herb**. Enter the door at the far end. You're in a recreation of one of the rooms in the original *Resident Evil* mansion. Push the statue over to the crack in the floor to get the **Antarctic Lab Map**. Next, get the **Handgun Bullets** and **Shotgun Shells** from the stand and enter the open doorway.

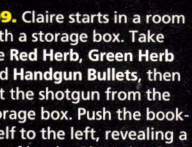


105. At the end of the hallway you'll encounter a familiar sight: the tiger statue from the first *Resident Evil*. Take the red jewel to rotate the statue clockwise and get some **Magnum Bullets**.

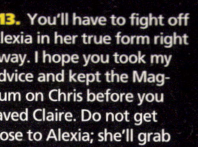
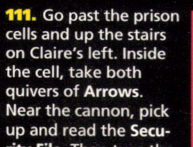
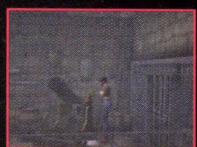
Put the jewel back, then take the blue jewel to rotate the statue the other way and reveal a **Socket**. Put the jewel back so the statue is facing into the hallway again. Combine the **Socket** with the **Octa Valve Handle** to create the **Sq. Valve Handle**. Now enter the door opposite the tiger statue.



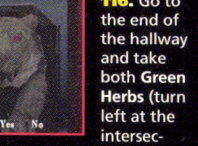
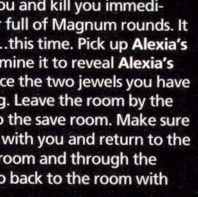
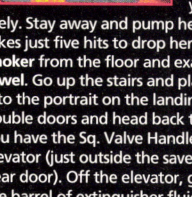
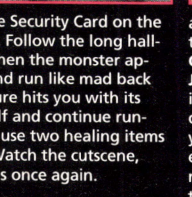
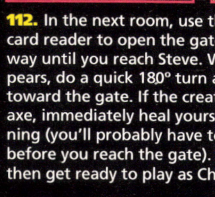
106. Take the **Wing Object** from the ground and head around the platform (to the right). Take the **Green Herb** outside the door, then head into the room. Read the **Research Report on Queen Ant** and get the **Green Herb** and **Blue Herb** from the floor. In the adjoining room, take two boxes of **Handgun Bullets** from the desk, then return to the platform with the bugs. Head all the way around to the other door and enter. You'll recognize the room from an earlier cutscene. Press the button on the platform terminal and you'll have to enter a code. Use the **Paper Weight** to determine the correct order of symbols (or just read it here: Double "A", Crown, Heart, Spade). A small drawer opens and you'll have to place the **Paper Weight** inside. Take the ring from Alfred's finger and examine it in your inventory to reveal **Alfred's Jewel**.



stairs to find Claire trapped in some goopy *X-Files* slime. Equip the knife to cut her free. At this point, one of two events will take place, depending on how the battle with Alexander went. If you got poisoned then, she'll be poisoned now and you'll have to take a side trip back to the **WEAPON** room (remember, where you got the magnum?). On the shelves just past the lift you'll find a packet of **Serum**. Take it back to Claire and she'll be free of the poison. If you beat Alexander without inhaling some of his poison gas, she won't be poisoned and you can skip the serum run. Either way, you're n



111. Go past the prison cells and up the stairs on Claire's left. Inside the cell, take both quivers of **Arrows**. Near the cannon, pick up and read the **Security File**. Then turn the handle on the cannon and a **Crystal** will drop out. Pick it up and walk (very slowly) over to where the concrete slab fell from the ceiling. You want to trigger the slab...but not be standing under it when it falls. Then quickly run under it as it rises back up, drop the **Crystal** (by selecting "Use") and get out of the way. The slab will crush the crystal orb, leaving the **Security Card** behind. Take it and head to the door in the hall back by the prison entrance.



114. Ride the lift in the back corner up to the platform and use the **Valve Handle** on the pipe to drain the water from the tank below you. Climb down into the emptied tank to get the **Crane Key**. Have your magnum ready for the Hunter that crashes through the glass to attack you after you pick up the key. Return outside and take the closest door back out to the frozen catwalk area.

115. Follow the catwalk around to the crane control station and use the **Crane Key** to raise Alexander's corpse from the frozen ice. The giant spider will come up as well, but you can easily avoid it. Scramble out onto the ice and recover **Alexander's Pierce**. Like the other jewels you've found, examining it will reveal **Alexander's Jewel**. Return to the mansion room where you fought Alexia and place the third jewel in the portrait. The portrait slides away, revealing a hidden door. Head through.

tion). Then backtrack and enter the second door in the hallway to find a small office. Take the **Ink Ribbons** from the table, then check the desk for the **Sterile Room Key**. It unlocks the double doors in the side wall downstairs in the main entry hall (where you fought Alexia). Go there now and unlock the door. You'll be in the statue room. Return to the save room and shut the power to the lab off. Make sure you have at least two empty slots in your inventory. Head back to the mansion, through the newly unlocked door and to the tiger statue. Take both jewels and return upstairs through the hidden door.



117. Turn left at the intersection and enter the last door. You'll be in an exact replica of Alfred's bedroom from the

Residence back on the island. Put the Blue Jewel in the music box to open it. Go through the secret door to enter Alexia's room. Stop the music box. Place the Red Jewel on the music box to open it and take the **Music Box Plate**. Return to Alfred's room and put the Plate in the music box. The bed cover will lower, revealing a ladder. Climb it.



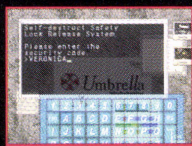
118. Take the **Handgun Bullets**, **Ink Ribbons**, **Green Herb**, **Blue Herb** and **Dragonfly Object** from the room. Head back out to the hallway and retrace your path to the large metal door near the portrait door. Enter this door now.



Bullets from the area by the tubes if you need them and return up the lift. Take the two **Green Herbs** and climb the stairs. Unlock the door at the top and head through. In the hallway, go straight ahead and through the door. You'll be in the prison area where you last saw Claire. She passes the **Security File** under the door. Examine it to reveal the **Security Card**. Head down the hall and up the stairs to the right. At the top, place the Gold Dragonfly into the door lock. This is a good time to return to the save room and stock up for the last battle. You can use the storage room Claire started her last adventure in; it's close by. You'll want to bring the grenade launcher and all the ammo you have for it (12-20 normal grenades are enough; if you don't have that, take the shotgun or magnum as well), your handgun (with a full clip but no additional ammo) and lots of healing items. Bring the **Security Card** as well.



119. Take the lift down and press the button on the terminal to open the glass lid on the chamber to your right. Take the fourth, final **Wing Object**, then combine them with the Dragonfly Object to create the **Gold Dragonfly**. Take the **Handgun**



120. Go through the door you unlocked with the Gold Dragonfly and follow the catwalk with the terminal. Use the **Security Card** to bring up a computer screen. When prompted for the code, enter (you'll never believe this)

"VERONICA." That's a toughie. The countdown to destruction starts at 5:00, so hightail it out of there back the way you came. You'll run into Claire and a cutscene will play. After the cinematics, Alexia will be going after Claire. Switch to your handgun and quickly cap her before she can grab Claire. One shot will knock her down...and then the real fun starts.



ing around. The **Linear Launcher** will pop out of the wall and you can grab and equip it. Alexia attacks by spraying fire four times. Run around to avoid it, then aim with the weapon (it uses a first-person view like the sniper rifle) and fire one or two shots. Alexia's fast and hard to hit. If your shots miss, start running again to avoid her attack and repeat. Try to lead her in the direction she's moving. One hit is all it takes to end her for good. Congratulations—you've beaten the first next-generation survival horror game! Read on for tips on the Battle Game.



121. Alexia "pulls a Tetsuo" and transforms into a huge monster. She sprays poisonous acid, lashes at you with tentacles and sends out small creatures to attack you. Keep moving to avoid the tentacles and pound her with grenades. Heal yourself if you fall into the orange "Caution" range. After enough damage, Alexia will transform again and start flying.

BATTLE GAME

Finishing the game for the first time unlocks the Battle Game, an action-packed mini-game. Choose a character and take him or her through several monster-filled rooms, using your assortment of unlimited ammo-equipped weapons to try to clear the game as fast as possible. Each character faces the same set of rooms—which are taken from the game and thrown together out of order—but faces his or her own boss. Some characters must be unlocked through special means before they are playable in the Battle Game. Here is a list of each character, their weapons, bosses and other information. We've also included a brief walkthrough of the Battle Game, including what to expect from each room and the location of all the hidden items and secrets.

	ID Number: WKD4496 Name: Claire Redfield Age: 29 Sex: female Blood Type: Type O Height: 5'5.45 ft Weight: 115.5 lb
Combat Knife Handgun Bow Gun Handgun Bullets	Mixed Herb Mixed Herb Mixed Herb Mixed Herb

Claire Redfield

Unlocked: With Battle Game

Weapons: Combat Knife, Handgun with unlimited ammo, Bow Gun with unlimited explosive arrows, four Mixed Herbs (Red + Green + Blue)

Boss: Alexander

Boss Tactics: Alexander is still slow as molasses...and you don't have to take the time to aim with the sniper rifle this time. Stay far away and let him have it with the bow gun.

Rating: Excellent. With the explosive arrows Claire can get through just about anything without taking damage. Even Alexander falls easily under a barrage of arrows from a safe distance.

	ID Number: WKD4496 Name: Claire Redfield Age: 29 Sex: female Blood Type: Type O Height: 5'5.45 ft Weight: 115.5 lb
Combat Knife Grenade Launcher Assault Rifle	Grenade Rounds Flame Rounds Acid Rounds Mixed Herb

Claire Redfield 2

Unlocked: Beat Battle Game with Claire

Weapons: Combat Knife, Grenade Launcher with unlimited Normal, Flame and Acid Rounds, Assault Rifle with unlimited ammo, 1 Mixed Herb (Red + Green + Blue)

Boss: Tyrant (2nd form)

Boss Tactics: You fight Tyrant on the same platform as Alexander, so there are opportunities galore to get knocked over the edge. Stay away from the sides and hit him from a distance with acid or flame rounds.

Rating: Good. While the grenade launcher is among the better weapons in the game, its extended loading time after each shot makes it a liability when facing enemies like hunters, who use this delay to get free hits. The assault rifle is cool, but is actually not so useful against anything other than zombies.

	ID Number: MRD6251 Name: Chris Redfield Age: 25 Sex: male Blood Type: Type O Height: 5'9.38 ft Weight: 177.5 lb
Combat Knife Magnum Shotgun Shotgun Shells	Mixed Herb Mixed Herb Mixed Herb Mixed Herb

Chris Redfield

Unlocked: With Battle Game

Weapons: Combat Knife, Magnum with unlimited ammo, Shotgun with unlimited ammo, two Mixed Herbs (Red + Green + Blue)

Boss: Alexia (2nd and 3rd forms)

Boss Tactics: Plug away with the magnum, healing if you get hurt. Just like the last battle in the game, keep moving to avoid her attacks.

Rating: Excellent. The magnum will kill everything but Alexia with a single shot and has no reload time. The shotgun is great for plowing through those narrow hallways filled with zombies.

	ID Number: MFD2872 Name: Steve Burnside Age: 17 Sex: male Blood Type: Type AB Height: 5'6.76 ft Weight: 148.8 lb
Combat Knife Gold Luger Mixed Herb	Mixed Herb Sub Machine Gun

Steve Burnside

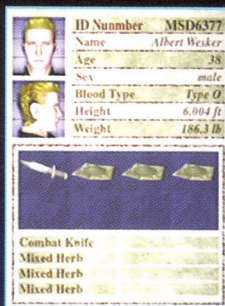
Unlocked: Find the Gold Luger Replica on Disc 2 with Chris and place it in the storage box

Weapons: Combat Knife, Gold Lugers, Sub Machine Guns, two Mixed Herbs (Red + Green + Blue)

Boss: Giant Worm

Boss Tactics: Run around until the worm pops up, then turn and let him have it with the Sub Machine Guns. Repeat.

Rating: Good. The Lugers aren't as cool as Steve makes them look during the game, but the twin Uzis can mow down zombies like a John Deere through tall grass. Unfortunately, it's hard for Steve to take on multiple tough enemies (like banders or hunters) without getting pretty beat up in the process.



Albert Wesker

Unlocked: Beat Battle Game with Chris

Weapons: Combat Knife, three Mixed Herbs (Red + Green + Blue)

Boss: Alexia (1st form)

Boss Tactics: Luckily, Wesker gets an easy boss—it's the same first Alexia battle Chris fights in the game. Don't let her get close to you; she can kill with a single hit. As long as you save the magnum for this battle you'll beat her with just five hits. If you have only the knife...well, you might as well lie down and take your death like a man.

Rating: Average. Getting through the Battle Game as Wesker is an exercise in patience and frustration. Luckily, Wesker is the only character that doesn't seem to be rated on the amount of time it takes him to complete the mission. Only the hardcore need apply.

Wesker Tips: Since you'll have the hardest time completing the Battle Game with Wesker, here are some tips for survival:

- Use the third-person view to see all of the monsters around you. Don't let Wesker get surrounded.
- Turn your body so your weapon arm is extended toward the enemy (this works best against zombies). You'll hit them sooner and they drop faster this way. Don't hesitate to keep slashing away while they're on the ground for easy kills.
- Against Banders, run in close and stay to their armless left side. Their attacks will miss and, surprisingly, Wesker can make short

work of these meemies with just a few slashes.

- Against Hunters, hit them low and keep slashing them after they fall.

Unlike the other characters, Wesker has a couple of built-in advantages. First, you'll get an "A" ranking just for finishing with him—he's not penalized for time (as long as you beat the Battle Game in under an hour). Second, Wesker always finds a loaded Magnum in the slot machine. Save this for the final battle with Alexia and she'll fall easily.

BATTLE GAME WALKTHROUGH

Here's a brief guide to the locations of monsters and items in the Battle Game, along with some tips for survival. Also, some characters have funny animations which you can activate by pressing the Action button near certain objects (after all the monsters in the room are defeated). Try it with Chris (at the tiger statue and sink), Wesker (near the anatomy statue in the morgue) and Steve (next to the vending machines)..

Room #	Area	Monsters	Items	Tips
1	Underground tunnel	4 Zombies	—	An easy start
2	Prison alleyway	6 Zombies	1 Green Herb	The zombie on the ground near the corner is playing dead; shoot him from a distance to avoid losing time. The herb is around the corner on some crates
3	T. Facility hallway	3 Banders	1 F. Aid Spray	The third Bander is around the corner in the hallway. The F. Aid Spray is hidden in the pay phones
4	Ant. Lab statue room	5 Zombies	—	The first zombie in the room explodes when you shoot him. You are safe if you shoot him right away.
5	Boiler room	6 Zombies	—	Playing as Wesker, wait at the top of the stairs and let the zombies come to you one at a time. Swing low as they climb the stairs for easy kills
6	Airport turn table lift room	2 Hunters	1 Green Herb	They gang up on you right away. A tough fight
7	Ant. Base conveyor room	2 2 Hunters	1 Green Herb	The first one attacks from the right as soon as you enter the room. The second is far away and takes a few seconds to get close enough to attack. Use the time to deal with the first hunter. The herb is to the right of the entrance
8	T. Facility 1st floor hallway	4 Zombies	—	Don't get close to the gas canister before shooting
9	T. Facility 2nd floor	6 Zombies	—	The 1st zombie is explosive; get away from it before shooting or use your knife
10	Ant. Lab hallway	6 Zombies	—	It's like a scene from the movie <i>Dawn of the Dead</i>
11	Prison morgue	5 Zombies	1 F. Aid Spray	The F. Aid Spray is behind the screen near the exit door on the pile of body bags.
12	T. Facility recreation room	4 Zombies	1 Green Herb, 1 Blue Herb	Exit through the gray door to get to the "secret" item room
13	"Secret" casino item room	—	—	Play the slot machine for a random item (it could be the mysterious D.I.J.'s Diary). Wesker always gets a Magnum
14	Locker room	2 Hunters	1 F. Aid Spray	The second hunter's a poisonous one; use that Blue Herb from the previous room if he hits you. The F. Aid Spray is in the open locker
15	Ant. Lab hallway	7 Zombies	—	Claire 2 gets chilly if you make her walk slowly through this area
16	T. Facility garage	4 Zombies	—	Turn to the right and blast the gas tank to cause a zombie-killing chain reaction. Do it fast enough and you'll get them all
17	T. Facility basement	5 Zombies	—	The second zombie explodes. Hit him fast to take out the rest of them
18	Airport aquarium room	3 Banders	1 F. Aid Spray	The F. Aid Spray is in plain sight on the desk
19	Boss Room	Characters' Boss	—	Use the techniques described above

HIDDEN STUFF FOR THE hardcore HORROR SURVIVALIST

There are a couple of goodies thrown in for those gamers who just aren't satisfied with beating the game once. The first one happens just by playing through the game three times.

- On the third time through the game, something new happens with Wesker...
- Beat the game with the highest ranking in under 4:30 and you'll find the rocket launcher waiting for you in the storage box when you start a new game.
- Get an "A" ranking with all of the characters in Battle Game to unlock the Linear Launcher for use in the Battle Game.



by Geoff Arnold



Industrial-Spy: Operation Espionage is more of a strategy-based RPG than the traditional *Dungeons & Dragons* type of game...and it will definitely test your brain reflexes more than your manual dexterity. You are in command of a group of spies known as Blitzstrahl. Known only by your nickname—"The Boss"—you must utilize your team of eight specialists to carry out missions (both good and bad!) all over the world for generous rewards from your clients.

BLITZSTRAHL MEMBERS



Gabriel Ernest Archangel

Special Skills: Hacking
Background: An accident in his early childhood left him with a genius-level gift for understanding electronics and computers. What he possesses in mental strength, he lacks in physical strength. Definitely not the last guy you want to send out to a bar brawl.



Gursyn Vlagimir

Special Skills: Explosives
Background: A former Soviet Union Police Bomb Squad member, Vlagimir lost both his wife and child to an accident involving a nuclear bomb. A giant man with a soft heart, Vlagimir's vast knowledge of explosives and electrical components is essential to the team in certain situations.



Jeffrey K. Saunders

Special Skills: All Skills
Background: As an ex-U.S. Army Intelligence agent, Saunders is a specialist in all fields of covert operations. Saunders left the Army due to an incident that had him questioning its integrity and has now joined up with Blitzstrahl. Although proficient in more weapons than Rambo, Saunders avoids killing at any costs and never aims to wound or disarm.



Charles Falloux

Special Skills: Tear Gas, Sleeping Gas and Destruction with Industrial Strength Acids
Background: Charles once worked at a famous perfume manufacturer as a lead research scientist. Trained in the use of chemicals to attack, heal and destroy, he has now joined up with Blitzstrahl after learning that the woman who ended his career was a spy.



Ling Ring-Hua

Special Skills: Acrobatics, Stealing
Background: Once a member of the Great Circus of China, Ling has traveled throughout Asia and has earned a reputation as a highly skilled thief. Now a member of Blitzstrahl, Ling is a valuable asset; not only for her abilities but also because she is able to keep a cool head in any situation.



Sarah "Rocket" Luria

Special Skills: Inline Skating
Background: Luria was formerly an office clerk at Blitzstrahl until the day she saved Archangel and Ling by secretly following them on one of their missions. Although she is the fastest member of the team, she doesn't possess many other skills and shows minimal potential for learning new abilities. Use her mostly when time constraints require a speed-demon.



Kleopatra

Special Skills: Hypnotism
Background: A direct descendant of the last queen of the great Egyptian Dynasties, Kleopatra has learned the ability to control people by hypnotizing them. A skill learned from her mother, Kleopatra can be an invaluable team member under certain circumstances.



Lemmy Evans

Special Skills: Goal Analysis and Communication
Background: Although not a member of the spy team out in the field, Lemmy is an ever-present entity by handling communications and processing information. She is in charge of communication between you and the team and monitors their movements through the use of her spy cam.

SIGNIFICANT ICONS



Emblem

Basic command icon. This is displayed on the main screen and is used for issuing commands to Agents. Also displayed whenever a Trap icon is displayed.



Key

Icon for picking locks or opening doors. Displayed when a door is locked.



Green Key

Electronic lock icon. Displayed when an electronic lock or card lock is present.



Red Lever

Switch icon. Displayed when there is a switch or lever able to be manipulated.



Notebook PC

Terminal PC icon. Displayed when there is a terminal or computer nearby.



Ceiling Sensor

Sensor icon. Displayed when there are sensors present.



Closed Icon

Closed shutter icon. Displayed when there is a closed shutter or partition barring further movement.



Bear Trap

Trap icon. Displayed when there is a trap or other dangerous mechanism nearby.



Jewel

Treasure icon. Displayed when there is a vault or safe nearby, waiting to be pilfered.



Handgun

Enemy icon. Displayed when you run into enemies, guards, terrorists or any other baddies.



Exclamation

Unknown/miscellaneous icon. Displayed when an agent notices something out of place, or when there is something unknown or something that doesn't fit into any of the previously mentioned categories.

SKILL POINTS

Between missions, be sure to spend your skill points wisely to upgrade your agents' skills. This will be essential later on in the game; try to balance them out both between team members and between skills, maximum skill points (SPs) and maximum hit points (HPs).

MISSION TIPS

Note: Sometimes there may be several ways to accomplish a mission, but the overall best way will be described in detail below. Also, please note that the following missions DO NOT have to be completed in this particular order.



MISSION #1: Michel Fowler Art Museum

1. Steal "Olympic Fantasy" Painting
2. Overwrite Museum Management Data Files

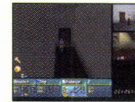
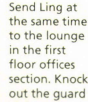
You begin the mission with your team consisting of Archangel, Ling and Saunders. After a brief message from Lemmy, you will be given control of the team. Although you can ask Lemmy for added assistance throughout this first stage, it isn't necessary and can hinder your overall score at the end of the stage. Use her if you aren't familiar with the game or if you are unsure about which course of action you want to take. After this brief interlude you will be in direct control of the team.



Send Archangel to the second floor of the west tower to the management office. Have him hack into the computer, download the management data and upload the bogus management data into the computer.



and pick up the memo describing how to turn off the alarm system.



He will come to a lock that he cannot pick and will be stuck. Have him stand by and wait for Ling.

Send Ling likewise to the control room in the second floor office section. Once she arrives, have her secure the room by knocking out the guard that awaits her there. Once the room is secured, send her to where Archangel is waiting by the locked door and pick the lock. This will allow Archangel to be able to reach the offices on the second floor. Send both Ling and Archangel back to the control room.



While Archangel and Ling are busy on their way to the second floor, send Saunders to the guard room right down the hall. Let him bypass the alarm circuitry using the memo Ling picked up earlier, then have him turn off the security lasers one by one.



Immediately send Saunders to the special exhibits room on the second floor of the north tower. On the way he will pass a room with a wandering security guard. Have him take out the guard, then resume movement toward the north tower. When Saunders reaches the security door, have him stand by for Archangel to reach the control room.



When Archangel reaches the control room, have him hack into the right computer and open all three security shutters.



Have Saunders continue to make his way to the exhibits room. Once he reaches the room, have him look at the painting on the wall. After he verifies that the painting is the right one, he will be able to steal it from the command list.



MISSION #2: Michel Fowler Art Museum

1. Steal "Phantasm" Painting
2. Steal "Crude Sign" Painting
3. Steal "Woman" Painting

Count Mondstein has been fired from his position as museum art director and he wants revenge! He will pay you handsomely for a painting called "Phantasm," which is secured on the second floor of the south tower in the special exhibits room. You have the ability to pick your team members this time; the appropriate skills that are required for this job should reflect your selections. Bring Archangel in for hacking, Ling in for unlocking and Vlagimir in for handling circuitry. Send Luria in as your final member; her speed will help you in the long run.

This is your first mission without Lemmy's step-by-step guidance. You will begin by positioning your team members as you see fit just before you begin the actual mission. Count Mondstein is very angry about his current dismissal from the art gallery and wants to get his grubby little hands on anything left in the gallery that's valuable. If you manage to snag the other two paintings that he's looking for, the reward will be phenomenal. Although you can insert your team members where you like, you will benefit most by placing them in this order: Luria, then Vlagimir, then Ling, then Archangel.

Start by sending Vlagimir to the special exhibits room on the second floor of the south tower. This will prevent the roaming guard in the east building from chasing Luria when you send her to look for the painting.



Almost simultaneously, Ling and Vlagimir should encounter roaming guards and knock them out. When this is done, immediately send Ling to rendezvous with Archangel, who should now be stuck at a locked door. Also: Turn



Let Vlagimir bypass the circuitry in the guardroom and turn off both security lasers, then send him to the special exhibits room on the same floor.



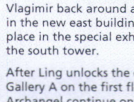
and open both shutters. This will allow Ling and Luria to continue to their respective destinations. After Archangel opens both shutters, immediately send him to office on the second floor of the west tower.



When Luria reaches the exhibit room, she informs you that the painting "Phantasm" is not here. Lemmy then contacts Count Mondstein and inquires about its location. The Count says he doesn't know where it is and asks you to pick up the painting "Crude Sign" that sits in this room for an added bonus at the end of the mission. Grab the painting and send Luria back to the lobby on the first floor of the west tower.



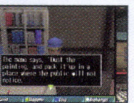
At the same time, send Ling to the smoking room in the second floor office section and send Archangel to the control room (also in the second floor office section).



After Ling unlocks the door for Archangel, send her to Gallery A on the first floor of the north tower. Have Archangel continue on to the control room and to the shutter controls.



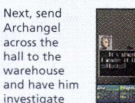
Have Ling investigate the gallery to find a memo that reads, "Phantasm is in the warehouse." From here, send Ling to the warehouse near the first floor offices.



As soon as Archangel reaches the office, have him investigate the desk to find another memo written by the museum manager which briefly tells employees to pack the painting away from the public eye.



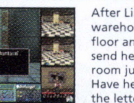
seems that someone has mistaken the precious painting for garbage and has decided to toss it out!



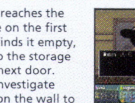
Next, send Archangel across the hall to the warehouse and have him investigate the box. It



schedule, then send her to the entrance area on the same floor. Search the crate to find the "Phantasm" painting. After she snags the painting, send her to meet Luria in the lobby on the first floor of the west tower.



Likewise, send Archangel to meet up with Luria in the lobby on the first floor of the west tower.



After Ling reaches the warehouse on the first floor and finds it empty, send her to the storage room just next door. Have her investigate the letter on the wall to find out the trash



Have Vlagimir grab the "Woman" painting, then send him to the rendezvous point to meet up with the others and escape.

MISSION #3: Berlin Institute of Technology

1. Steal LSI's Laser Bid Price Data

Dr. Yamaguchi, president of the Cyberlink Corporation, has discovered that the Berlin Institute has come across LSI Corps' developmental plans for a new laser. Dr. Yamaguchi wants you to steal LSI's new bid price data for the laser and he is willing to compensate you very well for it. You may only bring three members this time...and hacking is a necessity here, so bring Archangel along first and foremost. You may choose any other members you like, but Saunders and Ling will perform well because of their speed. Don't forget to upgrade your Spy Skills in between missions!

Dr. Yamaguchi plans to have total control over the new laser so he can start on his conquest for total domination. Locating the info he has requested should be rather easy, as there are no guards. Unfortunately, the institute is protected by a computer-controlled defense system. The computer is state-of-the-art and even seems to "think" on its own. Good thing you brought Archangel. Here's the recommended insertion order for your Agents: Ling, then Saunders, then Archangel.

Begin the stage by simultaneously sending all three Agents to three different locations. Be aware that many electronic locks will need to be bypassed/picked before some Agents can continue on, so keep a close eye on your status screen; this will keep an Agent from losing all of his or her Skill Points when they reach a certain lock and aren't able to pick it. To make things a bit easier, you might even want to set your Agents' reactions beforehand to stop and wait for instructions when they reach an obstacle. Send Archangel to the guardroom in the west part of tier 1, Ling to the first conference room in the south section of tier 1 and Saunders to the social hall in the same section of the building.



As soon as one of your Agents begins to tangle with one of the electronic locks, the building's computer mainframe, the Omega System, automatically comes online and institutes its anti-personnel security measures.



When Archangel reaches the guardroom, have him disable the alarm system on the wall. This will prevent the alarm from going off when you enter the office. From here, immediately have him head for the computer terminal in the research room hall near the north end of tier 1.



As Saunders reaches the social hall, have him investigate the room. He will jog over to the dry-erase board and find today's password absently scribbled there. Transfer the password to Lemmy and send him to the first supercomputer room, located in the east wing of tier 2.



Ling should now be in the conference room. Have her investigate the room; she will locate a recording that tells you that the bid price you are looking for is located in the supercomputer on the second tier. Since Saunders is already en route to that section, send Ling to the office on the west wing of the first tier to crack the safe located there.



Archangel has probably reached the terminal in the research room by now. Have him scan the computer, then scan profiles to generate a working voice password. This will allow your Agents to enter secured areas almost immediately. From here send Archangel to Professor Zutter's room (located in the same area) to talk to the Professor.

Saunders should be standing near a voiceprint machine in the south end of tier 1. Now that you have a voice password, have him enter it into the machine and continue on to the super computer room.



On her way to the office, Ling will most likely get stuck behind an electric security gate. Don't worry about this too much for now; the controls that turn off the gate are in the supercomputer room where Saunders is heading.



When Archangel reaches Professor Zutter's office, have him talk to the professor a couple of times. Dr. Zutter should then ask you to undertake a small task for him: to steal Professor Heitler's research data and deliver it to him.



Once Saunders has reached the supercomputer room, have him hack into the terminal and shut off the electrical barriers. This will allow Ling to proceed to the office. From here, have Ling continue on to the office and send Saunders to the second supercomputer room.

In order for Ling to access the office, you have to direct her to the guard-room first. This will alleviate the problem of her getting stuck behind the two large double doors on the opposite side of the office. Once she reaches the guard-room, send her to the office and she will avoid the doors.



Once inside the second supercomputer room, have Saunders manipulate the computer and gain access to the system. It seems that you have been misinformed; the bid information for the laser isn't stored here. Before leaving, search through the computer one last time and retrieve the data Professor Zutter is seeking. Switch back to Archangel and have him talk to the professor.



When Ling finally reaches the office, direct her to unlock the safe. Unfortunately, there isn't any information here, but you will be rewarded differently by receiving more AP for your effort after clearing the stage.

Immediately after Ling cracks the safe, send her to junction 3 near the north side of tier 2.



When Saunders reaches the point shown in this first photo, switch to Ling and have her throw the switch that opens the inner access doors.



From here, immediately send Archangel to Professor Heitler's room. Have him search the bookshelves twice to find the two essential documents that are needed to operate the laser in the special lab on tier 3.



From here have Saunders head over to the office warehouse on the north side of tier 2.



After finally reaching the special lab, direct Saunders to investigate the room. He will turn to the white board and gain some information about setting up the laser. Direct him next to the mainframe and have him investigate the closed door. He seems to get frustrated by telling you that the door just won't budge. If you have him think about it for a second, he will come up with the laser's correct frequency.

Direct Saunders back into the room to hack the main console. This is where your Spy Skills become imperative. The defense system automatically begins a countdown to erase all material in the main console as soon as Saunders steps across the threshold. If your skills are high enough, you should have no problem hacking into the computer before the two-minute mark reaches zero.



After downloading the required information, you witness a conversation between two unknown individuals who are discussing the "Field Test" of the Omega security system. It seems that someone had you deliberately set up to be a guinea pig in some sort of sick experiment.

quency. Use the C02 laser to open the door to the mainframe. Send Saunders to the main console in the mainframe room. Just before he reaches the console, the building's computerized defense system sets up an electric grid, barring further movement. Have Saunders go back into the special lab and fire the YAG laser into the grid, which destroys it instantly.

MISSION #4: Berlin Institute of Technology

1. Steal Blueprint Data for Laser Design

Helene Ritzman, the President of Herzlichware, wants you to break into the Institute—again!—and steal the blueprint design data for the new laser irradiation machine that was developed by the Berlin Institute. Not only will the laser be beneficial for many people, but President Ritzman is also willing to pay through the nose for the latest technology. As you can see, this mission has a dual purpose: Stealing the laser will get you some serious cash, but it is also the only thing that may cure Vlagimir from his illness.

It has been a while since you were inside the Berlin Institute and some things have changed. The data is still located in the main console on the third tier; however, obtaining the required data may be a bit more difficult than the last mission. The building has been semi-renovated and the locations of some rooms and terminals may have changed. The Omega System has been revamped, security is tighter and—to top it all off—the power has been cut to most of the building's major systems. Bring Vlagimir along for his circuitry skills, plus Ling and Saunders for their hacking skills and overall speed. Here is the recommended insertion order: Ling, then Saunders, then Vlagimir.



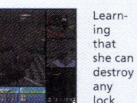
As you begin the mission, you will notice that you are having some communication problems. Perceiving this as a normal problem, you order the mission to proceed as planned. Just inside near the second and third insertion points, you will have your first encounter with an enemy agent. Surprisingly, he tells you the exact location of the information you are looking for, suspecting a trap, you proceed with caution and wonder why this enemy agent seems to be trying to help you.



side of tier 1 while your other two agents stand by. Once there, you will be taken to a cut-scene. It seems that the enemy agent is watching your every move and decided to offer some words of wisdom. He tells you that instead of trying to bypass all the security locks on the stage, it would be easier just to destroy them. With this in mind, Lemmy develops a plan of how to destroy each electronic lock on the stage.



First direct Vlagimir to Professor Messer's office on the north side of tier 1. While your other two agents stand by, you will be taken to a cut-scene. It seems that the enemy agent is watching your every move and decided to offer some words of wisdom. He tells you that instead of trying to bypass all the security locks on the stage, it would be easier just to destroy them. With this in mind, Lemmy develops a plan of how to destroy each electronic lock on the stage.



Learning that she can destroy any lock, Ling runs over to the nearest voiceprint and vaporizes it. With the ability to destroy electronic locks at will, you now have the ability to freely explore the Institute. Simultaneously send Vlagimir down the hall to Professor Holtzman's office, Ling to the first supercomputer room in the east wing of tier 2 and Saunders to the general library near the east side of tier 1.



As soon as Ling enters the east wing, the mysterious enemy agent will make contact with you once more. He taunts you for a few seconds, then Lemmy suddenly interrupts with some information about the blue-skinned man. It seems that his name is MaelBranch, and he is a counter-operative espionage agent. He has a reputation as a rogue who only takes risky jobs with high rewards. Just when you begin to learn about MaelBranch, he quickly disconnects himself from your communication channel and leaves you pondering his true intentions once again.



When Vlagimir reaches Holtzman's office, have him thoroughly search the computer on the desk. There is an open e-mail on the computer from Professor Schettler saying that he scanned the irradiation laser's manual and uploaded it into the student's computer network. In case you were wondering, the terminal is located in the general library where Saunders is journeying.



After he has finished reading the e-mail, send Vlagimir to speak to Professor Zutter just down the hall. Investigate twice and you learn about a "fourth member" of your team as well as the confirmation of location of the laser blueprint data. From here, send Vlagimir to the office on west side of tier 1.



Saunders should now be stuck behind an electric security gate. Leave him be for now and wait for Ling to reach the supercomputer room. Once she is here, have her hack into the terminal to turn off the security gates. When she is finished, direct her to junction 3 near the north wing of tier 2 and have her stand by.



When Saunders reaches the general library, have him locate the door to the institute records room (only if you did not ask for more layout data before the mission began) and send him inside. Direct him to look through the computer and you will find the operating manual for the laser. After searching the computer, send him to the main console on tier 3.



Vlagimir should have reached the office by now. If you have him look around the room, he will locate an electrical box in the corner of the room. Have him rewire the box to turn on the main power to the laser.



When Saunders reaches this point once again, direct Ling to throw the switch and open the inside passageway. Immediately send her to the second supercomputer room in the east wing of tier 2.



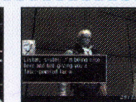
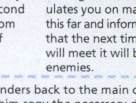
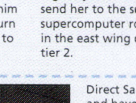
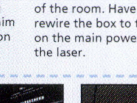
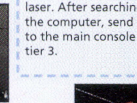
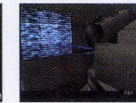
Just after Saunders opens the door to the airtight chamber on the way to the main console, MaelBranch shows his face again. He congratulates you on making it this far and informs you that the next time you will meet it will be as enemies.



When Saunders finally reaches the console room, the Omega System is waiting for him. As Saunders steps inside, it fires a laser that misses him by a hair.



Send Saunders a few rooms over into the laser lab. If you search the laser lab, Lemmy will come to the conclusion that you might be able to fire the laser at the Omega System's security grid to neutralize it. Walk back over to the special lab and look for the computer terminal icon on the way. Investigate the system to find out that Lemmy's plan just might work. Unfortunately, Saunders doesn't know the correct coordinates to fire the laser. Switch back to Ling and have her examine the supercomputer to determine the correct coordinates. Take control of Saunders again, have him input the coordinates into the computer and fire the laser.



grudgingly departs, MaelBranch informs you that you now owe him a favor and Lemmy seems a bit upset about the whole ordeal...



MISSION #5: Kowloon II

1. Locate and Capture Branch Manager

Lt. Col. Miller of the AURA terrorist organization has hired you for this mission. It seems that he has lost the key for his bank vault and the branch bank manager that handles all of AURA's transactions is the only person capable of opening the safe. The security system on the safe is quite advanced: it directly interfaces with a member's DNA to open the lock. As you see, returning the branch manager to Col. Miller is rather important since the locking mechanism only recognizes the branch manager's DNA code. Interestingly enough, this stage takes place in the Kowloon slum, which is now a war-torn urban battlefield. Although there are few terrorists here that will actually pose a threat, this level will test your brains instead of brawn by dishing out a few traps and complex situations that require some extensive thinking. Among the skills needed here are disarming traps, detecting, precision and unlocking. Here are the suggested Agents and their insertion order: Saunders, then Vlagimir, then Ling, then Falloux.



At this point, send Saunders to central plaza 2, located on the second floor red area. Also direct Falloux to the north plaza on the first floor red area. This will set him up for an upcoming task. Don't worry about the alarm that he sets off as he runs past; nobody will respond to it.



Saunders should reach the iron grate first. Before they reach the grate, stop Ling and Vlagimir near the lever by the chicken statue. This will prevent them from possibly springing a bomb trap just ahead and blowing up the bridge.

As Ling enters the north plaza, she will spot the branch manager and automatically follow him into the next room. When Ling enters the room, the branch manager appears to be waiting for her. He throws a switch on the wall which collapses the floor where Ling is standing. Have Ling rendezvous with the team again on the east plaza on the first floor of the red area. Have Saunders proceed on his way to the north plaza. Once inside, have him look around and he will locate the branch manager's footprints. Have him follow the footprints down the hall and into a secret room. Search the room to find a complete map of the first floor red area and partial map of the second floor red area.

Saunders will meet up with the branch manager again in central plaza 2. Have Saunders follow him to the next room. The branch manager is one step ahead of you and anticipates this entrapment; he throws another switch on the wall which causes the floor beneath Saunders' feet to collapse. After he lands, Saunders locates another piece of the second floor map.

After Saunders falls, direct him, Ling and Vlagimir to the red area entrance near the south part of the bridge.

Have Saunders investigate the grate twice. This will prompt Lemmy to figure out that the grate has something to do with the first floor.

Have Falloux move to the position under the grate on the first floor red area, then send Saunders back to join the others at the switch. Falloux will then have the option of dissolving the grate from the bottom floor. Do this and watch the grate disappear.



Have Ling move ahead next past the grate and up to the door near the entrance. The door is wired to detonate the bridge up ahead, so have Ling remove the trap. When she is finished, send her to the fence at the south part of the bridge.

When Saunders reaches passageway 4, have him look around the room. He will find a locked door that leads to a small room on the bridge. Tell him to pick the lock and head into the room. Once inside, have him throw lever 9 to the "on" position, which opens the grate leading to the center of the bridge.

Have Ling continue on to the mysterious stick near the center of the bridge. When she arrives, have her remove the stick, then immediately direct Vlagimir to pull lever 8, which will restore the bridge in front of her. Have her continue on to passageway 3.



Ling meets up with the branch manager again near passageway 3. He throws another lever, collapsing the bridge between himself and Ling, then takes off.

Immediately send Vlagimir to lever 10 on the east side of the bridge. When he gets there, have him pull it to restore the collapsed bridge near Ling.



Direct Saunders to move to passageway 4 and direct Vlagimir to passageway 3. As soon as Vlagimir reaches passageway 3, have him throw lever 7 to open up the fence. Immediately send him to passageway 5 next.



After you catch the branch manager, he informs you that there is more going on at the bank than meets the eye. Someone else may have had access to the safe and was embezzling money from the company. Trying to limit the access to only one person, the bank manager ran to keep others' greedy hands off the safe. He tells you that the evidence to prove this accusation is in the basement but he lost his key. He gives you a map to the basement and tells you that whatever cash you find you can keep.

Have Saunders pick the lock, then send him to the first "off" switch in the basement. Have Ling follow him and direct her to the set of electrical boxes in the center of the basement.

Have Vlagimir go back upstairs to the north plaza on the second floor of the blue area and search the floor. Next, send him down below to crack the safe and earn a little cash on the side.

When Ling reaches the breaker box, have her flip on all three breakers while Saunders throws the first switch to the "on" position. Send Saunders to the next two switches and turn them on as well.

Send all three agents to the second floor blue area entrance. After Ling secures the bridge, you will need to send each Agent to a different section within the second floor blue area. Have Saunders go to central plaza 2, send Ling to central plaza 1 and send Vlagimir to south plaza 1.

As your Agents arrive, have them search the floors for trapdoors.

After uncovering the trapdoors, direct Ling to the central plaza on the first floor of the blue area to meet up with the branch manager once again. Simultaneously send Saunders down to west plaza 2 on the first floor of the blue area (to take out two terrorists in the middle of a drug deal) and have Vlagimir climb down to south plaza 1 on the first floor blue area. When Vlagimir reaches the lower floor, tell him to turn on the power box; this will aid in the capture of the branch manager by causing the generator near him to throw smoke into his eyes.



After all three switches are thrown and Vlagimir is done with the safe, direct Ling to west plaza 1 and locate the evidence... along with an impressive reward!

MISSION #6: MicroWare R&D Laboratory

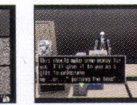
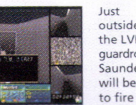
1. Steal RaTOS Circuit

Dr. Yamaguchi of CyberLink Inc. has been very pleased with the overall accomplishments of the Blitzstrahl team. It is for this reason that he comes to you with another mission; this one involving a high-tech computer research and developmental lab owned by the MicroWare Corporation. He wants you to steal a heavily guarded experimental communications microcircuit, known as the RaTOS circuit, so he can beat MicroWare to the punch and release the same technology without any competition.

The MicroWare R&D Lab is a highly secretive and extremely well-guarded facility. Not only will you find numerous security cameras scattered throughout the building, but you can also expect to see manned guardrooms on practically every floor. Due to the high security of the building, a good amount of hacking and circuitry knowledge will be required for this level. Be sure to upgrade your skills before inserting your Agents in this order: Ling, then Vlagimir, then Saunders, then Archangel.



Just before your Agents actually enter the level, you'll notice that Archangel is late for the mission briefing. After repeatedly attempting to contact him by phone with no answer, your Agents decide to continue on the mission without their fourth member. As your Agents take their respective places, Maelbranch cuts through on your communication channel again and decides to show himself. Unbeknownst to the rest of the team, Maelbranch has kidnapped Archangel. In order to show his "superiority" and win back Dr. Yamaguchi as his client, Maelbranch has decided to look for the RaTOS circuit himself! It seems that the only way to save Archangel now is to reach the circuit before Maelbranch does.



Begin by dispersing all three Agents to two locations: Send Ling to the LVL 2 R&D room and send both Vlagimir and Saunders to the LVL 3 Guardroom in the LVL 3 Ward.

Just outside the LVL 3 guardroom, Saunders will begin to fire at the guards inside. After killing the first guard, Saunders picks up a LVL 3 Card, which can be used to access different parts of the LVL 3 Ward.

Once inside the R&D room, have Ling hack into the computer to obtain "tornado tracking information." If you come across any potential project information such as this, you will be rewarded more handsomely at the end of the stage than if you only locate the RaTOS circuit.

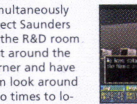
After Saunders reaches the guardroom, he will hack into the computer terminal here and begin to download information about the LVL 4-B Ward. While he is doing this, send Ling to the LVL 4-B Ward Large meeting room.

When Saunders is finished, have Vlagimir walk over to the registration terminal and register the LVL 3 Card. This must be done whenever you retrieve a new card to gain access to the appropriate level. Also direct Saunders to the LVL 4-A Ward north interior.

When Ling reaches the Large meeting room, Maelbranch appears on your communication channel again and celebrates his "initiation" to the Blitzstrahl team by giving you valuable top-secret information! After the cut scene ends, send Ling outside of the room into the hallway and set her to ambush. After Maelbranch plants a few C-4 bombs in the hallway, a roaming guard will approach Ling outside of the meeting room. After she kills the guard, she picks up a LVL 4 Card.



Saunders should now be at a locked shutter. Switch back to Vlagimir and have him register your Snatch Card for LVL 4.



After gaining access to LVL 4, immediately send Ling to the LVL 4-C Power Room, where she will find a C-4 bomb. Send her back out into the hallway until it explodes, then have her jog back into the room. If she looks around she will find the opening hatch that leads down into Duct 3.

Saunders should have reached the north interior by now. Have him backtrack into the LVL 4 guardroom. Let him hack into the terminal to find stage data on the LVL 4 Wards.

After opening the access hatch to Duct 3, send Ling down into the LVL 4 sub power room, then send her farther into the crawlspace.



Simultaneously direct Saunders to the R&D room just around the corner and have him look around two times to locate the black box near the computer terminal. Have him steal the box to earn more points at the end of the level, then send him to the R&D room on the LVL 4-C Ward.

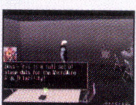
Ling should be at her destination now. Send her into the deep interior of the shaft.



When Saunders arrives at the R&D room, let him hack into the computer to retrieve some info about the Neuro program that was given to you by Maelbranch. Let Saunders rest here if necessary to regain HP/SP. When he is finished, send him to the 5-A interior hall on the LVL 5 Ward.



When Ling finally reaches the deep interior, direct her to the LVL 5-B guardroom on the LVL 5 Ward. She should make a left and climb up the small ladder near the LVL 5 sub power room inside of the airshaft.



When Ling reaches this point, she will see a guard fall over dead in the hallway. She turns around to find Maelbranch waiting for her. Maelbranch taunts her for a second, then ignites a small C-4 charge near the area where Ling is standing, causing her to fall to the floor. When she gets up unharmed, have her continue to the guardroom where she'll find a terminal that is not able to be repaired. From here, direct her to the LVL 5-A interior hall as well to meet up with Saunders. After she leaves the room, Maelbranch sends over more precious information in the form of a complete map of the facility. Immediately after this, Ling will be jumped by a guard just outside of the guardroom. Kill him to pick up a LVL 5 Card and switch back to Vlagimir to register it immediately.

Now that you have a better map of the place, send Saunders to the LVL 5-A R&D room and Ling to the guardroom on the same floor.

Have Ling and Saunders hack into the computers in their respective rooms to obtain more information about LVL 5 as well as pick up some more research data and circuit boards that will contribute to your reward at the end of the level.

When Saunders has finished, direct him to Central Control Ward Hall. On the way there, he will get stuck behind a security shutter until Ling hacks into the computer that controls it and raises it herself.

After Ling has opened the security shutter, send her to the LVL 6 Special Ward R&D room A. She will catch up with Saunders in the Hall, at which point you should direct Saunders to head to the Central Control Ward guardroom.

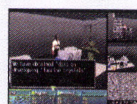
Less than 30 seconds later, another Maelbranch-planted C-4 bomb will explode and open the security that leads to the interior of the Central Control Ward. Have both Ling and Saunders continue on to their respective locations.



quickly as you can, grab the Card, then continue on. Don't forget to switch back to Vlagimir and have him register the Card!

On the inside of the Control Ward, Ling and Saunders will engage several guards. One of the guards near the guardroom will have a LVL 7 Card. Take them down as

Ling will eventually get stuck behind a closed security shutter on her way to LVL 6. She won't be able to pass through until Saunders hacks the computer in the guardroom that houses the shutter controls.



Let Ling hack into the computer terminal in the R&D room to obtain some more data about a highly sensitive project.



After Saunders hacks into the computer in the LVL 7 R&D room, he will find the research data on the RaTOS circuit. Have him search the room after downloading the data to find the circuit itself and complete the mission.



MISSION #7: Castle Mondstein

1. Capture Count Mondstein

The time has finally come to extract a little payback from Count Mondstein, the creep who stiffed you for your deserved payment back in Mission 2. Don't expect this level to be a walk in the park. Beware! The Count has expected your arrival for some time now and has had plenty of time to prepare for it. You may find his castle somewhat confusing and intimidating due to its large size and trap and lever-filled rooms, hallways and even statues.

There's a specific reason why this particular mission has a 60-minute clear time. If you happen to get lost or off track in the castle, it could very well take you 60 minutes to clear the stage. A moderate level of unlocking skill is needed, as well as an average amount of precision skills. If you investigate the level beforehand, you will find that your first through fourth light teams are able to venture inside the castle and jot down some sketch maps of a few levels. This will help you orient yourself in the castle and will save valuable mission time. You will also want to upgrade your Agents' skills (namely Luria) before entering the castle, as this will help in the long run. Here are the recommended Agents and their insertion order: Ling, then Saunders, then Luria, then Vlagimir.



beneath them and slides down into a locked room in the cellar. This automatically traps Luria, Saunders and Vlagimir from the get-go and leaves Ling on her own.

Just prior to entering the Count's castle, you'll face your first puzzle—namely, you have to figure out how to get into Mondstein's lair. The door will only open if three people stand at three different locations outside the door and press three buttons simultaneously. The down side to this is whoever pressed a button falls down a trapdoor



locations: Sun—1, Moon—6 and Stars—9. This will move the statue out of the way and reveal a secret ladder, which your team will need to use later on during the mission.

First, have Ling investigate the Count's statue in the Hall. After you investigate, you will see some dials on the statue that you can turn.

Next, send Ling to Lever 16 just down the hall. When she arrives, have her examine the lever—marked Lever "A"—then set it to "+" to free the other Agents. As soon as you pull the lever, the Count comes plements you on your bravery and sends you a partial map of his castle.

Immediately send Vlagimir to the Count's bedroom, which is on the East 2nd Floor (F2). Send Luria to the North Tower F2 in the courtyard.



Have Saunders journey over to Scribbled Clue 2 located in the West F1 area. Although he won't be able to reach this area for a bit, he will have a good head start if you send him now. On the way to this area, Saunders will run into a trap in the basement. Direct him to keep running, even though he takes damage from the trap, to Scribbled Clue 2.



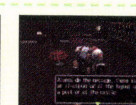
Also direct Ling to Scribbled Clue 4 in the South F1 area. Before she can access this area, she must pick a locked door just outside. Direct her to pick the lock, then move on to the clue. Have her examine the switch in the small room inside—marked Lever "D"—and set it to "+". This will disarm the trap where Saunders is presently located. Next, send her to the West F1 area and to Scribbled Clue 1. The clue turns out to be Lever "E", which she should set to "+".



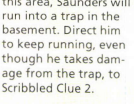
By this time Luria should be at the chapel in the courtyard. She also will have to pick a lock to proceed to the top floor of the tower. Redirect Saunders on his way to Scribbled Clue 2 since he stops at the previous trap.



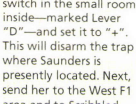
Vlagimir should also be in the Count's bedroom by now. When he arrives, he meets...Ling? The false Ling actually turns out to be Count Mondstein in disguise and informs you that you can meet him in the Duel Room on the 3rd floor. After he leaves, he gives you another partial map of the castle.



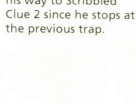
From the bedroom, send Vlagimir to Scribbled Clue 1 on the same floor, but have him stop when he reaches a trap on the floor until Luria is able to pull the switch that disarms the trap.



Once Luria arrives at the top floor of the North Tower, have her examine both of the levers, labeled "L" and "M". Set both of them to "+", then switch to Vlagimir and have him continue on to Scribbled Clue 1.



Switch again to Vlagimir and send him off to Scribbled Clue 2 in the East F2 section. When he reaches Lever "R", tell him to set the switch to the "+" side.



Once Luria reaches the West Tower, direct her to Scribbled Clue 2 in the South F2 area. When she finally reaches the switch—marked Lever "O"—make her set it to the "+" position. This will open the hidden wall where Ling is stuck, allowing her to continue on.



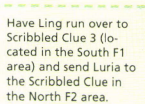
On the way, Ling will run into two laser sensors, signifying some upcoming traps. Don't worry about these; you have already disarmed these traps by pulling various levers throughout the stage.



When Ling reaches a dead end, she will locate a lever marked Lever "G". Have her pull the lever twice, which will serve two purposes. It opens the sliding wall next to her—allowing her to reach another lever—and it also frees Vlagimir, who has been stuck in the library for the past few minutes. This allows him to continue on to the Dueling Room.



Direct Ling now to Scribbled Clue 2—which is actually Lever "H"—and tell her to set it to the "+" position, which allows Saunders to finally continue on his way.

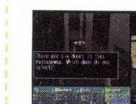


Have Ling run over to Scribbled Clue 3 (located in the South F1 area) and send Luria to the Scribbled Clue 1 in the North F2 area.

When Vlagimir reaches the lever at the Scribbled Clue location—Lever "S"—have him set it to the "+" position.

Both Ling and Saunders should be stuck at dead-end walls by now. Don't worry; they will both be on their way soon.

Now direct Vlagimir to go to the third floor's Dueling Room. As he begins to double back down the hallway, he will fall down a trapdoor leading the first floor East section, which shouldn't hinder his journey to find the Count. Simply redirect him to the Dueling Room after he falls.

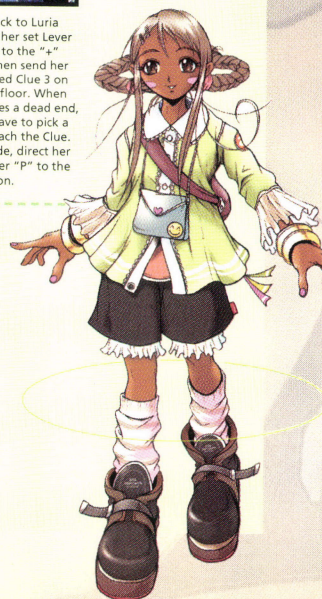


On the way to the Dueling Room, Vlagimir will reach an area with six different colored doors. Send him through the black door, then have him continue on into the Count's Trophy area. When he reaches the Trophy room, have him pick a box at random. There is a 66% chance that you will get a reward for choosing the correct box. Send him back to the Dueling Room, but have him choose the green door the next time he reaches the same area.

Saunders should have reached the clue labeled Lever "F". He should set the lever to the "+" position.

Ling should now be at the clue marked Lever "C". Direct her to move the switch to the "+" setting, then send her to the F3 Box room.

Luria should have reached Lever "T" by now in the North F2. Tell her move the switch to "+" position, then move her to Lever L in the courtyard.





Just after this point, Vlagimir will reach a trapdoor in the floor. Wait until Luria reaches Lever "L" and have her flip the switch to the "+" position to disarm the trapdoor.

When Vlagimir reaches this trap, switch back to Saunders and have him set Lever "F" to the "-" position so Vlagimir can continue on his way to the Dueling room.



Ling should have reached the Box room by now. Direct her to turn on the computer, which restores power to the gondola that Vlagimir must use to get to the Dueling room.



When Vlagimir finally reaches the Dueling room, the Count is waiting for him disguised as Saunders. After he reveals himself, he throws a switch that sends Vlagimir spiraling down to a lower level. Attempting to escape, the Count takes a secret passage down to the kitchen. At this point, send all of your Agents to the kitchen area. The Count realizes that you are adamant about pursuing him and begins to try to escape. When he reaches the Party Area, the chandelier falls on him and traps him. You capture him a short while later. The Count profusely apologizes to you and tells you that he doesn't have the money to pay you back. You decide to take your payment out of him in manual labor and force him to join your Blitzstrahl team, thus ending the mission.

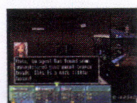
MISSION #8: Fort Knox II

1. Retrieve Johann Ritzman's Painting: "Future"

Breaking into a place like Fort Knox would be next to impossible...for anyone else but the Blitzstrahl team. In the future, the U.S. government has decided to store its gold someplace else and now uses the upgraded Fort Knox facility to store nuclear weapons, waste and byproducts. It also seems that there is a large storehouse underground that houses many valuable national treasures. This is where you come in. Helene Ritzman, President of Herzlichware, has decided to call upon Blitzstrahl for one last mission. Her grandfather gave a very sentimental painting to her; it has been misplaced and has somehow ended up in the storehouse at Fort Knox. She desperately wants it back and is willing to pay top dollar for it.

After the nightmare that was Count Mondstein's castle, this level is a piece of cake. Since there has been a major reduction in military spending, the Fort is now unmanned and easily accessible. There are a couple of things standing in your way, but these won't pose too much of a problem if you know where to go. First, the power supply is comparable to each level; you have to turn on the power to each level in order to open security doors and operate elevators leading down into the Fort. Second, each level has a built in security function to protect against possible radiation leakage; you have to open or close certain radiation pits or drain pools of water that contain nuclear waste in order to proceed through the levels. Since only computers run the Fort, a high level of circuitry and hacking is necessary. Be sure to have these skills maxed out as well as raising your Skill Points before you attempt this stage. Here are the recommended Agents and insertion orders: Saunders, then Archangel, then Luria.

Before you begin, you get a message from Lemmy saying that Vlagimir is too sick to undertake the mission due to his cancer. He is an expert at nuclear weapons and explosives, however, and will be along as a guide.



Begin by sending Saunders to the LVL 1 Guardroom. Have him break into the safe and snag a whole bunch of bearer bonds for an added bonus!

Simultaneously send Archangel to the LVL 2-1 Drainage room and Luria to the LVL 1 Control room.



When Luria reaches the Control room, have her hack into the LVL 1 Elevator controls. This will turn on the power for the elevator and allow Archangel to reach the LVL 2.

Direct Saunders next to the Control room on LVL 2-2. When Luria has finished hacking the computer, direct her to the Control room on LVL 3.

Saunders will take a detour through the LVL 1 Comparison room and will be stuck there until Archangel reaches the drainage controls on LVL 2-1.



Archangel should reach the Drainage control room first. Have him hack into either computer and use the drainage controls to drain the pools on this level. This will open up the door for Saunders on LVL 1.



Luria should now be at the LVL 3 Control room. Let her hack into all the computers in the room. This will allow you to open the security shutters, automatic doors and the elevator controls for LVL 2.



Direct Archangel next to the Control room on 4-2. When Luria has finished, send her to the Drainage room on LVL 4-1.



When Saunders reaches the Control room on LVL 2-2, make him hack into the computer and open up the automatic doors on LVL 2. Immediately send him down the hall to the Power supply room when he has finished here. Luria will be stuck at the elevator until Saunders rewires the elevator control box in the Power supply room.



Next, direct Saunders to go to the LVL 5-1 Drainage room. Luria should now be at the LVL 4-1 drainage room. Let her hack into the pool controls to allow Saunders to reach LVL 5-1.



While Luria is hacking in the drainage room, Archangel should arrive at the Control room on LVL 4-2. Direct him to hack into the terminal that controls the isolation gear first. After opening up all the shutters, let him hack the right terminal, the one closest to the wall, which controls the LVL 4 elevator. Finally, he should hack into the terminal that controls the automatic doors.

Immediately send Luria to the LVL 6-1 Drainage room and Archangel to LVL 4-2 Power supply room just up the hall.



Saunders should arrive at the LVL 5-1 Drainage room soon. Hack the computer to gain access to the pool controls and drain the pools. This will allow both himself and Archangel to reach LVL 5-2. Direct Saunders to the LVL 5-2 Control room.

Once Archangel rewires both elevator boxes in the Power supply room, Luria will be able to continue on to LVL 6-1. You should finish with the boxes at about the same time as Saunders passes you on the way to LVL 5-2. Send Archangel also to LVL 5-2, but direct him to the Power supply room instead.



Luria will find her way into the LVL 6-1 Drainage room by now. As with the previous floors, have her hack into the terminal to gain access to the pool controls. Drain the pools to allow Archangel and Saunders to progress.



Saunders will reach the Control room soon. Let him hack the terminals that control the elevators for LVL 6. When he finishes, direct him to LVL 6-2 Storehouse B.

When Luria is finished, send her to Storehouse C on LVL 6-2.

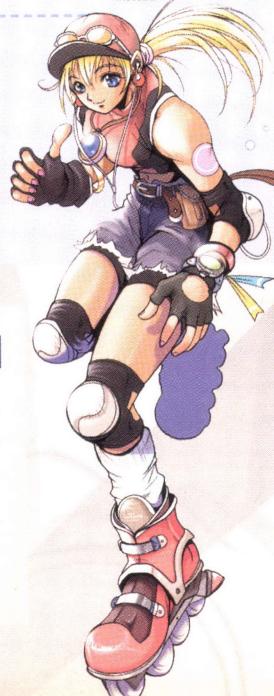


Archangel will reach the power controls for the sixth floor elevator around the same time that Saunders reaches the elevator itself. Let him rewire the box, then send Archangel to join the others on LVL 6-2. Send him to Storehouse A when he gets there.

If you have all three Agents search at the same time, Saunders will come back and tell you that he has discovered the painting.



As the level ends, you get an emergency message from Lemmy. Apparently Col. Miller's AURA terrorist team has decided to invade Fort Knox while you are still inside. The AURA team waited for your Blitzstrahl members to disarm the defense system, then moved in right behind you to steal some nuclear weapons. When the AURA team tried to take off with some of the weapons, the Fort's automatic defense system was activated, thus cutting off all power to the building and sealing your Blitzstrahl members inside. The security system is relatively old-school; it's actually programmed to detonate all nuclear devices within the facility should they be threatened. The only choice you have now is to send a team in to shut down the defense computers and save the area from a total nuclear meltdown.



MISSION #9: Fort Knox II

1. Neutralize Defense Equipment

This mission is relatively straightforward. You are to send the rest of the team into the Fort to save your trapped Agents and to save the United States from being contaminated with radioactive fallout. As previously stated, the computer system has started a countdown to extinction due to the fact that the AURA team commander, Col. Miller, decided to steal some nuclear weapons from the Fort after the Blitzstrahl team disarmed the Fort's defense system. The defense system will be down for about two hours—just long enough for you to send in your remaining Agents and disarm the system. This stage is a toughie. Not only do you have to worry about accomplishing some of the tasks in the previous level, but you also have to worry about disarming the defense system terminals one-by-one. To make things a bit more interesting, you will have AURA troops to deal with on the way to accomplishing your objective. If you've been saving up any AP, now is the time to use them. You will need a high level of hacking ability along with a high level of circuitry knowledge. Here are the recommended Agents and their appropriate insertion orders: Ling, then Falloux, then Vlagimir, then Count Mondstein.

I-Spy: Operation Espionage



Before the level begins, you will gain some information about the Fort from Helene Ritzman. She tells you that the system can be overridden, but the terminals need to be shut off in a certain order. She brings Sophie along to help you hack the defense terminals, but you need to provide a clear path to each floor's terminal so she can make it there. Helene also tells you that the AURA team has decided not to attack your team members due to a large "payment" that she has given them. Don't take this to heart, since Col. Miller has given his word on nothing.

Begin by sending Ling to the LVL 1 Guard room. When she gets there, she will kill the annoying guard inside.

Simultaneously send Falloux and Count Mondstein to the LVL 1 Control room. Direct Vlagimir to the LVL 1 Power supply room. After Ling kills the guard, direct her also to the LVL 1 Control room to help Falloux out with hacking the terminals.



After Falloux or Ling hacks into one of the terminals, open all the shutters on LVL 1. This will allow Vlagimir and Count Mondstein to continue.

After hacking all the terminals in the room select the "Detect Movement" command from Ling's command list to summon Sophie to the control room.



Vlagimir should be at the Power supply room by now. Have him rewire the Elevator box to restore power to the LVL 1 elevator.

Direct Falloux and Ling to the LVL 2-2 Control room and send Vlagimir to the Power supply room on the same floor.



Sophie should now be at the defense system terminal. She hacks into it with ease and disables it almost immediately.

When you reach the motion sensors in the ceiling, direct your Agents to "cross over". This will minimize the damage they may sustain from the traps.



When Falloux and Ling reach the terminals, have them hack into both computers to turn off the traps and clear the way for Sophie. Immediately send Ling to the LVL 1 Barrier room.



After Vlagimir reaches the Power supply room, let him rewire the elevator control box.

Now send Sophie to disarm the defense terminal.

From here, send Mondstein to the LVL 3 Control room, Vlagimir to the LVL 4-2 Power supply room and Ling to the LVL 3 Control room after she reaches the LVL 1 Barrier room.



Count Mondstein should reach the control room first. Set him free to hack the terminals that control the barriers on the third floor first.



Shortly thereafter, Vlagimir will arrive at the Power supply room on LVL 4-2. Let him hack the elevator boxes to restore power to the LVL 4 elevators.

Ling should now be at the LVL 3 Control room. Have her help the Count by working on the terminals that restore elevator power, opening shutters and turning on a nuclear waste pit. Finally, call Sophie in to disarm the system.



When your three Agents reach the Control room, they will have to hack into many systems including shutter controls, elevator controls and trap controls. When they have finished, turn on Pit 1 and call Sophie into the room to hack the defense terminal.

Direct Falloux and Ling to the Control room on LVL 5-2 next and send Vlagimir to the Power supply room on the same level.



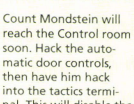
Falloux and Ling will reach the Control room first. You find that the power to elevator 6 has been cut and there is nothing you can do about it. Don't worry about it for now, just concentrate on hacking into the various terminals in the room.



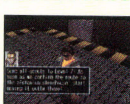
Vlagimir reaches the Power supply room next. As usual, direct him to rewire the elevator circuit box to restore power. He then finds out that the line has been cut and tells you that it may take some time to restore power. Since there is nothing you can do, have Vlagimir stand by for now.



From here, direct Falloux, Ling and Vlagimir to the LVL 7 Defense control room while simultaneously directing Count Mondstein to the Observation room on LVL 4-1. Ling and Falloux will encounter a couple of AURA guards on the way, so pay close attention to their HP!



Count Mondstein will reach the Control room soon. Hack the automatic door controls, then have him hack into the tactics terminal. This will disable the defense system, allowing Sophie to come and sabotage the defense terminal and unlock the door where Ling and Falloux are stuck.



On the way to LVL 7, watch for Vlagimir to run into a guard or two.

As Ling and Falloux reach LVL 7, you find out that Col. Miller has bigger plans in store for Blitzstrahl other than following them down to the bottom floor.

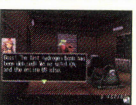
On the way to the Defense control room, your Agents will pass through several motion sensors. Move stealthily when you can and cross over if you start to get hit.



Ling will reach the Defense control room first. Have her hack into the tactics system immediately to disarm the traps on the floor. Call on Sophie next to rewire the defense system on this level. When Sophie arrives and hacks into the final terminal, she gets an error message. Apparently one of the defense computers was shut down out of sequence and a Hydrogen bomb is now armed to explode!



Here's what to do: Have Falloux start on Bomb #1, send Ling to Bomb #2 and Vlagimir to Bomb #3. When Falloux finishes with Bomb #1, immediately send him to disarm Bomb #4.



After disarming the last bomb, your Blitzstrahl Agents are safe and you are able to return to your headquarters. Unbeknownst to everyone else, the "Future" painting that Helene was after contained the complete map of human genomics, which includes the blueprints for creating a human being.



MISSION #10: Herzlichware HQ

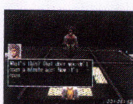
1. Obtain Genomics Data

Breaking into a place like Fort Knox would be next to impossible...for anyone else but the Blitzstrahl team. In the future, the U.S. government has decided to store its gold someplace else and now uses the upgraded Fort Knox facility to store nuclear weapons, waste and byproducts. It also seems that there is a large storehouse underground that houses many valuable national treasures. This is where you come in. Helene Ritzman, President of Herzlichware, has decided to call upon Blitzstrahl for one last mission. Her grandfather gave a very sentimental painting to her; it has been misplaced and has somehow ended up in the storehouse at Fort Knox. She desperately wants it back and is willing to pay top dollar for it.

After the nightmare that was Count Mondstein's castle, this level is a piece of cake. Since there has been a major reduction in military spending, the Fort is now unmanned and easily accessible. There are a couple of things standing in your way, but these won't pose too much of a problem if you know where to go. First, the power supply is comparable to each level; you have to turn on the power to each level in order to open security doors and operate elevators leading down into the Fort. Second, each level has a built in security function to protect against possible radiation leakage; you have to open or close certain radiation pits or drain pools of water that contain nuclear waste in order to proceed through the levels. Since only computers run the Fort, a high level of circuitry and hacking is necessary. Be sure to have these skills maxed out as well as raising your Skill Points before you attempt this stage. Here are the recommended Agents and insertion orders: Saunders, then Archangel, then Luria.

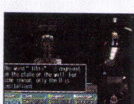
Before the level begins, Helene enters the Herzlichware building with some armed troops and they disperse throughout the building, intent on stopping the Blitzstrahl members from achieving their goal.

Begin by sending the remaining three Agents to join up with Saunders. Saunders and Ling will have a short conversation about Helene and the vault where the genomics information is kept.



each Agent taking a different section. Direct Ling and Saunders to the interior hall LVL 2 and have Archangel and Vlagimir head to the interior hall on LVL 3.

When all four Agents come together, four doors open. The cut scene ends with



On the way Saunders will stop to read a sign that contains the word "turns". After he reads the sign, have him continue on his way.

Once on LVL 2, direct Ling to the Deep Interior by having her pass through the Farther In 2 section.

Send Saunders to the Farther In 1 section, then to the Far Interior, and finally into the Interior Access section.



Point A). Pick the lock outside of the door, then send him into the room to kill the bodyguard that waits inside.

Direct Ling to Checkpoint C. When she reaches this area, you will hear a scraping sound, which indicates the door in front of Saunders has now opened. Send Saunders further down the hall and he will discover a room (Hidden



If Saunders investigates the room, he will find a folded memo lying on the floor. Pick up the memo, then pick the lock in front of you that leads to Hidden Point B.



Have Saunders check the bookshelf to find a computer disk. Turn the computer's power on and insert the disk into the computer. The disk will let you see privileged information about passwords, underground tunnels and something called the "X Project".

From here, send Saunders to Checkpoint A which will open another door. Now direct Ling to go to the Hall end section of LVL 5. She will get stuck behind a door, which is your cue to direct Saunders to the Hall end section of LVL 4. When Saunders reaches this point, both doors leading to Levels 4 and 5 will be open. On the way he will find a plate that reads "hElpless".

This next part is rather complicated. Although you can send multiple Agents to different sections simultaneously, it is better to send them one by one so nobody gets lost or confused.

Now is the time to switch to Vlagimir. Send him to the Slightly interior section, then on to checkpoint A. You will hear a similar sliding sound as you did with Ling and Saunders when he reaches the checkpoint.

Switch to Archangel and direct him to Checkpoint B by sending him through the Interior hall section then through the Very interior section. When Archangel reaches Checkpoint B, he will hear yet another grinding sound.

Switch back to Vlagimir and send him to the Slightly interior section, then on to the More interior section. He will discover Checkpoint D, at which time you should send him inside.

Switch back again to Archangel and direct him to go to the Very interior section, where he can reach Checkpoint F.

Switch back to Vlagimir and have him join Archangel in Checkpoint F. Vlagimir will discover Checkpoint E on the way. Send him there.

Next, send Archangel back to the More interior section, where he will discover Checkpoint C along the way. Direct him to this area to open the access doors to levels 5 and 6.



Archangel and Vlagimir confirm the earlier "hElpless" sign on LVL 5.



Send Archangel into the Deep interior section to find Checkpoint B. Tell him to move to the checkpoint and turn switch stand 14 to the "on" position. If you listen closely, you will hear another strange sound.

Now direct Saunders to Checkpoint B on LVL 4 and have him turn switch stand 5 to the "on" position.

Send Saunders to Checkpoint A next. When he gets there, have him set the switch stand 1 to the "on" position then journey back to Checkpoint B and do the same to switch stand 6—which will open a door on LVL 6.

Switch back to Archangel one more time and have him set switch stand 13 to the "on" position—which will also open a door on Level 6.

Take control of Vlagimir and move him to the Interior hall section of LVL 6. Direct him to Checkpoint B and flip switch stand 26 to the "on" position.

Switch to Ling and send her to Checkpoint D. When she arrives, order her to move switch stand 21 to the "on" position, then send her to Checkpoint A.

Send Saunders over to Checkpoint C, then checkpoint D and to switch stand 10. Set it to the "on" position as well.

Now send Archangel to Checkpoint C and turn on switch stand 16.



Now switch back to Vlagimir and send him to checkpoint C, where he will have to kill one of Helen's bodyguards. After he kills the guard, have him investigate to find another folded memo; then direct him to Checkpoint B.

Its Saunders' turn now. Have him backtrack to checkpoint C and to switch stand 8. When he gets there, have him turn the switch on. After he hits the switch, direct him over to Checkpoint B.

Order Vlagimir to turn on switch stand 25, then have Saunders turn on switch stand 5.

Have Archangel jog over to Checkpoint B to turn on switch stand 14.

Switch back to Saunders and move him over to Checkpoint A and switch stand 2. He will need to turn this on. Follow this up by sending him back to Checkpoint B and turning on switch stand 4. When he has finished this, move him to Checkpoint F.

Switch back to Archangel again and have him flip on switch stand 13, then send him to Checkpoint A. This will open up the Deep interior section.

Take control of Vlagimir and send him through Checkpoint D to Checkpoint E. When he reaches Checkpoint E, tell him to flip on switch stand 31.

Now switch back to Ling and move her to the Deep interior of LVL 5. When she reaches this point, she will be able to proceed to Checkpoint E, at which time she needs to turn on switch stand 23. When she has finished, move her to Checkpoint F.

Switch back over to Archangel and have him flip switch stand 15 to the "on" position, then immediately send him over to Checkpoint G.

Take control of Vlagimir again and send him over to switch stand 32. Flip it to the "on" position and send him over to Checkpoint F.



All of the Agents should now be in rooms with automatic switches that pop up out of nowhere. Have each Agent flip his or her switch on and watch as the doors to Levels 7 and 8 magically open up.

Now that you have access to these areas, send Saunders and Ling to Interior hall 1 on Level 7. Also send Vlagimir and Archangel to Checkpoint A on Level 8.



Send Saunders to the More interior area by guiding him through Checkpoint A. Near Checkpoint A, Saunders will reach a locked shutter. Let him go to town on the shutter once he reaches this area.

Switch over to Ling and send her to join Saunders at Checkpoint A. She will also have to open a closed shutter to reach this area. Once inside Checkpoint A, direct Ling to the Far interior where she will have to open another shutter. After she opens this next shutter, direct her to the Halls end area. Now send Ling to Shutter 40 and have her open that as well, which opens the path to Level 9.

Send Ling to Checkpoint A in Level 9.



Archangel should now be at Checkpoint A. If you investigate the room, you will see many different colored treasure chests and a scale with a digital readout in the room. Grab the silver, blue and purple treasure chests and place them on the scale. This will open the door that leads to Checkpoint D. Before you leave, place the rest of the chests EXCEPT the red one onto the scale. This will open the door to Checkpoint B. Proceed through the door to Checkpoint B and to the safe inside. Have Archangel hack into the electronic lock on the safe and take the golden statue that lies within. Now send him back to the room with the treasure chests. Have him remove the chests to reopen the path to Checkpoint D. When the path is open, send him there.



Switch to Vlagimir and send him to Checkpoint C. Once there, direct him to investigate the room thoroughly. If you notice, there is also a scale in here as well as many decks of cards. Place all decks EXCEPT deck 6 onto the scale. There is a trick here. If you notice, deck 6 contains 54 cards. Remove the extra card from the deck and place the deck on the scale. This will open the doorway to Checkpoint D. After the passageway opens, send Vlagimir to Checkpoint D. When he gets there, have him continue on to Checkpoint A on Level 9.

Send both Saunders and Ling to Checkpoint A, Level 9.

Also send Vlagimir and Archangel to Checkpoint M on Level 9.



Take control of Ling again and send her to Checkpoint C, then move Saunders to Checkpoint D, which reveals stairs leading down to Level X.

When Saunders reaches Checkpoint D, have him move the switch in the room and continue on to Checkpoint A in Level X.

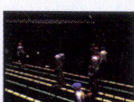


On the way down, Saunders will have to fight a guard (who is tough!). After Saunders kills him, he will find another folded note lying on the floor.

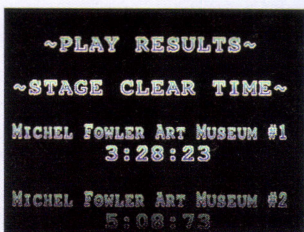
Next, redirect Saunders to Checkpoint A where he will have to flip on a power switch. On the way he will have to unlock the door just outside Checkpoint A.



After turning on the power switch, enter the password into the computer. The password is FUTUREX (the letters of the various plates throughout the research center). The password will unlock the doors to the safe-chamber.



Finally, direct Saunders to the safe-chamber. Once inside, Saunders is joined by the rest of the team. It is no surprise that Helene is waiting for you here. After a brief argument, Helene sets the building to self-destruct so that no one may obtain the genomics data. After the cut-scene, send Archangel over to dismantle the self-destruct mechanism.



There's nothing to do now but sit back and watch the ending sequence, which sums up what happens a few months after the public release of the genomics data. The game even tells you stats about the levels, which characters you used the most, etc. After the game officially ends, you can save it to your VMU and play the game over again. "What's so cool about that?" you say? You get to keep all your skills at maximum! See if you can clear your previous mission times and become the ultimate team of super espion-agents!



Part
II



front mission 3

by Pat Reynolds

Last month we brought you a complete walkthrough of the first half of SquareSoft's massive giant robot strategy game. This issue's goodies include expert strategies for the second storyline, a list of Battle Skills, lots of Network tips and some ideas for creating the ultimate fighting machine. There's no space to waste, so let's jump right in!

Forum Name Password

DHZ Public Safety	D8Z
Hua Lin Rebels	INKAREN
J.B.N.N.	YAMS
Ministry of Peace	992
Ravnui Site	OVERRN
OCU Intelligence	C415U6
USN Radiation	SURSLN
Kirishima	SHUNYO
CIU Secret Info Gate	UFSDFI
Ministry of Transportation	SINTJ
Hua Lin Sponsor Site	PATRON
DHZ Military Intel	DFHISZ
USN Navy Site	MARINES
Hua Lin Rebels Alternate	SMAP
FAI Personnel	IAF002
DCN Advanced Search	DCN09

Wanzer Setup Tips

Creating the perfect wanzer is the ongoing goal of *Front Mission 3*. As new weapons and body parts become available, you must constantly juggle elements such as weight, accuracy and defense in your attempt to maximize the efficiency of your troops. There are basically two types of wanzer you can create: the defense-type and the offense-type. A mix of both types is essential to victory.

• **Defense-Type**—You'll want to set this wanzer up with high HP body parts first, then give it a backpack with the highest available capacity and fill it with repair items. Outfit it with a weapon in one hand and a shield in the other. Make sure that the arm carrying the weapon has a high accuracy rating while the arm with the shield has high HP. This is a very sturdy wanzer that can take loads of punishment, block heavy attacks and repair itself to stay in the fight. Ironically, this is your front line unit.

• **Offense-Type**—Set up a wanzer that has a high weight-carrying capacity, then boost that by attaching a power-backpack. While these won't let you carry items, they raise the amount of weight your wanzer can haul around on the battlefield. Now load the unit up with a shoulder-mounted missile or grenade launcher, a range weapon in one hand and a melee weapon in the other. Without the ability to repair damage, these units tend to take a lot of punishment and may be lost in battle, but they dish out as good as or better than they receive. The best strategy for this type of wanzer is to have them stay back at the start of a fight and lob missiles or grenades at the enemy while your defense-types attack head-on. When ammo for those weapons runs dry, move them in and have them start attacking with ranged weapons. If they lose an arm, switch to the other weapon and attack accordingly.

Here's the best wanzer I was able to create from the standard parts available throughout the game:

Body: Enyo Mk109

Arms: Lenghe

Legs: Foura M12A

This setup trades some HP for incredible weight-carrying capability. In fact, this wanzer is a combination of the offense and defense types. I outfitted mine with a shotgun, missile launcher, shield and four-slot capacity backpack. It's got strong long- and short-range attacks, defends itself with the shield and carries two repairs and one Mx repair in the pack.

The Network

Front Mission 3 has a self-contained "Internet," complete with web sites (called Forums) and e-mail. Each character has his or her own e-mailbox and they can even respond to certain messages. For the most part, the network is a useless novelty; many sites have things like 3-D models of different wanzers and text posts about current events. But there are some sites that—with a little digging—can get you valuable information and even new parts and weapons! To unlock new network forums, talk to everybody throughout the game and check your e-mail frequently. Here is a list of some relevant Network sites with passwords.



Battle Skills

Your pilots can learn new skills depending on the body parts and weapons they have equipped. When a new skill is learned, you can decide whether or not to equip it in your on-board computer. (Only a certain number of skills can be equipped, depending on your computer.) Once equipped, skills are activated randomly during battle. Note that the Battle Skills have certain conditions that must be met in order to activate them. Once a pilot has learned a Battle Skill, it can be transferred to a new wanzar later. Also, many of these skills have different levels of power; for example, Tackle I, Tackle II and Tackle III. The higher the number, the greater the effect of the Skill.



Name	Condition	Effect
Zoom	Any except grenade	Accuracy x1.2
Tackle	Melee	High damage
Pilot DMG	Any except grenade	Hits the pilot
ROFUP	Machine guns	Rate of fire x1.2
EXP x2	Any except grenade	Doubles battle experience points
Chaff	All weapons	Avoid attacking missiles
Dbl Assault	Melee & range	Attack with both weapons
Brace	No shoulder weapons	Enemy attack -50%
E-Skill I	No shoulder weapons	Enemy weapon skill down 1 level
Zoom	No grenades	Accuracy x1.5
Avoid20	Any weapons	Reduces damage less than 20 HP to 0
EjectPunch	Melee weapons	Ejects enemy pilot
ShieldAtk	Melee	Attack with shield—major damage
Initiative	No shoulder weapons	Attack first when attacked
TopplePnch	Melee	Knocks enemy down and reduces AP to 0
EnemyACC Down	n/a	Reduces enemy accuracy
Escape	All weapons	Escape before a part is destroyed
Def C2 Up	All weapons	Raises defense
Skill +3	No grenades	Weapon skill up 3 levels for 1 turn
Salvo	Missiles	Fires all remaining missiles
E-Def-CNul	No grenades	Enemy's Def-C upgrades disabled
DMGfix200	All weapons	Damage between 201-400 reduced to 200
DMGfix100	All weapons	Damage between 101-200 reduced to 100
Arm Smash	1 shot weapon, melee, missile	Destroys target's arm
Body Smash	1 shot weapon, melee, missile	Destroys target's body
AP 0	No grenades	Reduces AP cost to 0
AP -30%	No grenades	Reduces AP cost by 30%
AP -60%	No grenades	Reduces AP cost by 60%
Stun Punch	Melee	Stuns enemy pilot
Panic Shot	Range, missile	Confuses enemy pilot
Hit or Miss	Burst	All shots will either hit or miss the enemy
Guard-B	All weapons	Uses the arms to defend the body from attack
E-Evade Down	No grenades	Enemy's evade down 1 level

Double Feature Scenario Part 2— Alisa's Story Walkthrough

Near the beginning of the game, just after you complete the training battle, you'll be given the choice to either accompany Ryogo to the military base in Yokosuka to deliver a pair of wanzers or stay behind. *Front Mission 3* has a "double feature scenario," meaning that the decision you make at this point will start you on one of two very different storylines, with totally different battles, characters and plotlines. Choose to stay behind and not accompany Ryogo and you'll play Alisa's storyline. Kazuki accompanies his sister Alisa on a journey to uncover a world-shattering conspiracy. Alisa's scenario is the easier of the two, and shorter by about ten battles.

Notes: During some battles you'll be joined by Non-Player Character (NPC) units who fight on your side. These units are indicated under "Your Units" in the battle description. Also, when you play the second scenario you'll find that Kazuki and Ryogo "remember" their Battle Skills from the first scenario and can equip them right away.

Battle 1 - Yokosuka Base

Your Units	Enemy Units	Goal
2 wanzers	2 Jinyo Mk110 wanzers	Defeat all enemies

These guys are no match for Kazuki and Ryogo's Shunyo model wanzers. After a couple of turns, one enemy pilot will abandon his wanzers and run from the battle. Shortly after that the other will follow suit and do the same. Although you technically win by getting both enemy pilots to surrender, you won't be able to claim their wanzers.



Battle 2 - Yokosuka Base

Your Units	Enemy Units	Goal
2 wanzers + Alisa in construction (NPC)	2 Rekson M4F wanzers, 2 Grapple M1P wanzers	Defeat all enemies or last four turns

You are outnumbered and outgunned in this battle. It doesn't matter, though, since after turn four the stage ends abruptly and the enemy wanzers leave the scene.





Battle 3 - Yokosuka Base

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers, 1 Oceanhahn helicopter	Defeat all enemies

All four of your pilots fight this battle in hover-type wanzers. You're up against two machine gunners and two melee-outfitted wanzers. Liu joins your party at this point and is armed with a rifle—great for sniping the enemy from a long distance. Target the Kasels first; their melee fists do heavy damage. The chopper shows up after a few turns. Save a couple of missiles to take it down.



Battle 4 - Power Plant

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 3 Hanniger helicopter	Defeat all enemies

The helicopters are outfitted with missiles and machine guns, so concentrate your pilots on attacking them one at a time until all three are defeated. The wanzers show up after a couple of turns. You should have at least one 'copter down by the time reinforcements appear. Keep hitting the choppers with missiles while your other wanzers engage the new enemies.



Battle 5 - Power Plant

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 1 Enyo Mk109 wanzers, 2 Mk9 AFVs	Defeat all enemies

Immediately move around the corner near the start and hit the pair of Jinyos with everything you've got. The close AFV will move in to attack, but the other wanzers will stay put and give you time to clean them out in two groups. After you take out a few of the enemies—I destroyed all three Jinyos and one AFV—a support ship arrives and your forces will withdraw automatically, winning the battle.



Battle 6 - Hatano Base

Your Units	Enemy Units	Goal
4 wanzers	3 MBT2 Kuarve tanks, 1 Kasel M2 wanzers, 1 Mk9 AFV	Defeat all enemies

Have your units gang up on the AFV that starts the battle directly to the south. The Kasel is your prime target here; its melee weapon hits for high damage. With the AFV and the Kasel out of the way after turn 3, you can tackle the tanks one at a time and finish the battle fast.



Battle 7 - Ashigara

Your Units	Enemy Units	Goal
4 wanzers + 1 police wanzers (NPC)	5 Hanniger helicopters	Defeat all enemies

'Copters are tough to hit with conventional ranged weapons and should be taken down with missiles or rifles. Luckily, the policewoman in her wanzers will draw some fire away from your team...and she's got a shield to absorb the punishment as well. Generally, two missiles or rifle hits will take out one chopper. You'll need luck and a few hits from a shotgun or machine gun to accomplish the same task. You should be able to take out one chopper on each of your turns.



Battle 8 - Numazu Harbor

Your Units	Enemy Units	Goal
4 wanzers	2 Enyo Mk109 wanzers, 3 Hanniger helicopters, 1 Mk9 AFV	Defeat all enemies

Miho the policewoman is now a part of your team starting with this battle. Everybody except the AFV has missiles, so start by taking out the copters and then go after the wanzers. The AFV isn't very dangerous, so save it for last.



Battle 9 - Panay

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers, 2 Genie wanzers	Defeat all enemies

You'll face a new type of wanzers, the Genie, in this battle. The two Genies are equipped with missiles, so you'll want to make them a priority target. The Kasels are melee-type; hit them from outside their range and they'll fall quickly. Use gang-up tactics to beat each enemy quickly and even up the odds.



Battle 10 - Missile Base

Your Units	Enemy Units	Goal
4 wanzers	3 Dual Cannons, 2 Jinyo Mk110 wanzers, 2 Genie wanzers, 1 Kasel M2 wanzers	Defeat all enemies

You begin this fight positioned near two of the three stationary cannons. Take them out quickly, then destroy the Kasel-type melee wanzers. With the odds evened up a bit, let the remaining four wanzers come to you to avoid taking unnecessary fire from the final cannon.



Battle 11 - Negros Coast

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 3 MBT2 Kuarve tanks, 3 40mm Guns	Defeat all enemies

Do not advance too much on the enemy in this fight. The 40mm guns aren't mobile—if you stay back and let the other enemies come to you, you'll effectively take the guns out of the fight. You will have to take out the 40mm guns to win the battle, but it's much easier to clear out the other bad guys before tackling them.



Battle 12 - Negros Fortress

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 3 40mm Guns	Defeat all enemies

Once again, stay near the start location and let the enemy come to you. You'll avoid unnecessary fire from the 40mm cannons this way. Use the bridges to bottleneck the enemy as they approach and hit them with multiple attacks.





Battle 13 - Negros Fortress

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 2 Brenos ceiling-mounted guns, 2 Genie wanzers, 2 Kasel M2 wanzers	Defeat all enemies

Stay back and let the closest enemy wanzers come to you. You're outnumbered and don't want to draw fire from everyone, so wait it out, attack as they approach and use missiles to destroy the ceiling-mounted guns from out of their range.



Battle 14 - Dagat Ahas

Your Units	Enemy Units	Goal
4 wanzers (Kazuki, Ryogo, Alisa, Miho)	6 Jinyo Mk110 wanzers (unoccupied), 6 wanzers pilots (on foot)	Defeat all enemies

This is a fun battle, as well as an opportunity to get a few wanzers to trade in for cash. The enemy pilots start on foot and must board their wanzers. You can prevent at least two—possibly three—from doing this and make the fight a lot easier. First, equip everyone with shotguns or machine guns before starting the battle. Rush the closest pilot and hit him with everybody; hopefully it'll drop him. On their first turn, the remaining pilots will run for their wanzers. Three or four will make it, but the two that start farthest back will be left out—and they'll also be cut off from their wanzers by your troops. Concentrate on taking out the unlucky pilots, then mop up the remaining wanzers. I took out two pilots and got an additional three wanzers to surrender during this fight—a total of five captures! You can sell them for more than \$1,200 each.



Battle 15 - Dagat Ahas

Your Units	Enemy Units	Goal
2 wanzers (Liu & Pham) + Pierre (NPC wanzers)	2 Jinyo Mk110 wanzers, 1 Kasel M2 wanzers, 1 infantryman	Defeat all enemies

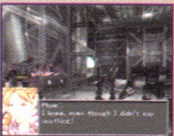
Even though you only have a couple of wanzers for this battle, you shouldn't have a problem with it, since your NPC buddy has a shotgun and missiles and is quite tough. Move everybody to the lift directly in front of you and take it up to engage the enemy. Then go after the Kasel by taking the second lift down to its level, or just fire at it from the overhang.



Battle 16 - Dagat Ahas

Your Units	Enemy Units	Goal
4 wanzers (Kazuki, Ryogo, Alisa, Miho)	2 Hanniger P helicopters, 2 Jinyo Mk110 wanzers, 1 Kasel M2 wanzers, 1 infantryman	Defeat all enemies

This fight is easy enough—advance on the enemy wanzers and let one of your missile-equipped units take out the copters. Leave the foot soldier for last and use gang-up tactics to chip away the enemy forces.



Battle 17 - Dagat Ahas

Your Units	Enemy Units	Goal
2 wanzers (Liu & Pham) + Pierre (NPC wanzers)	3 Jinyo Mk110 wanzers, 2 infantryman	Defeat all enemies

Once again, Pierre's shotgun/missile combination will wreak havoc on the enemy forces as you try to keep up. Assist him by attacking whichever enemy he attacks and you'll make short work of this battle. End your unit's turn next to a green light on the wall to operate the lifts you'll need to use to get around in this area.



Battle 18 - Taal Base

Your Units	Enemy Units	Goal
4 wanzers + Pierre (NPC wanzers)	3 Genie wanzers, 2 Jinyo Mk110 wanzers, 2 MBT2 Kuarve tanks	Defeat all enemies

Before this fight, be sure to take the opportunity to upgrade your wanzers and buy new weaponry. Use shotguns or machine guns on the tanks and try to take out their missiles early in the fight. The enemy has the advantage of numbers, but they fight dumb; gang up on them for a decisive victory.



Battle 19 - Taal Base

Your Units	Enemy Units	Goal
4 wanzers + Pierre (NPC wanzers)	2 Rekson M4F wanzers, 2 Grapple M1P wanzers	Defeat all enemies

You'll fight your old buddy Dennis from Emma's scenario in this easy battle. You actually outnumber the enemy this time, with Pierre dealing out good damage on your behalf once again. The Rekson wanzers have powerful rifles; take them out first.



Battle 20 - Taal Base

Your Units	Enemy Units	Goal
4 wanzers + Pierre (NPC wanzers)	2 Jinyo Mk110 wanzers, 3 40mm Guns, 3 Hanniger helicopters	Defeat all enemies

Missiles are almost a necessity in this battle. You'll want to stay out of the 40mm cannons' range and still be able to hit the copters. Hit the Jinyos to your immediate west first, then let the choppers come to you or destroy them with missiles from a distance. Finally, move in on the guns and take them down.



Battle 21 - Taal Base

Your Units	Enemy Units	Goal
4 wanzers + Pierre (NPC wanzers)	3 Jinyo Mk110 wanzers, 2 MBT2 Kuarve tanks, 1 Hanniger helicopter	Defeat all enemies

A couple of missiles will take the helicopter out. Check the enemy units for "anti-" bonuses. The tanks are both anti-impact, so don't hit them with melee weapons or shotguns if you can help it. Nail the 'copter first, then split your forces—two to attack the wanzers and two to attack the tanks. Pierre will do his own thing as usual.





Battle 22 - Batangas

Your Units	Enemy Units	Goal
4 wanzers	2 Jinyo Mk110 wanzers, 2 Kasel M2 wanzers, 1 Genie Arm wanzers	Defeat all enemies

This is a tough fight. You are evenly matched against the four regular wanzers, but you also have to contend with the hideously powerful Genie Arm wanzers. It has a machine gun, cannon and missiles. Try to stay out of its range and defeat the other enemies first, then take on the Genie Arm. To make matters worse, he's anti-flame, so your missiles will be less effective against him. When you beat him, he gets a second wind in the form of another 500 HP.



Battle 23 - Xueshan

Your Units	Enemy Units	Goal
4 wanzers	1 Taita 4K wanzers, 3 Rekson M4F wanzers, 2 Grapple 1 wanzers	Defeat all enemies

The Grapple wanzers have very powerful melee weapons; there's one close to your start location. Attack it with your ranged weaponry on the first two turns to take it out. The Taita wanzers has grenades; this is the first time you'll face this weapon in Alisa's scenario. Gang up on it and destroy it as soon as possible.



Battle 24 - Taipei Suburb

Your Units	Enemy Units	Goal
4 wanzers	2 Grapple M1P wanzers, 2 Rekson M4F wanzers	Defeat all enemies

Though it's an even battle, the enemies have superior weaponry. They do 200+ damage with every hit, making them the most dangerous opponents you've faced so far. Use the tried-and-true gang tactics and hit one opponent with all of your units on each turn. Go for the melee units first; they pose the biggest threat.



Battle 25 - Futai Highway

Your Units	Enemy Units	Goal
4 wanzers	4 Rekson M4F wanzers 3 Grapple M1 wanzers	Defeat all enemies

You can even up the odds in this battle by ejecting one of your pilots at the start and having him commandeer the armored car near your starting point. Once inside, you'll be able to use the vehicle's missiles, grenades and powerful cannon to wreak havoc on the enemy. Just don't forget to get your pilot back to his wanzers if the armored car starts drawing heavy fire.



Battle 26 - Futai Tunnel

Your Units	Enemy Units	Goal
4 wanzers	4 Rekson M4F wanzers, 2 Grapple M1 wanzers	Defeat all enemies

Once again you'll be able to commandeer an armored car and tip the scales in your favor early in the fight. You can do this on the first turn by moving one of your wanzers next to the vehicle and ejecting directly into it. The armored car doesn't have very high defenses, though, so get out of it if the HP falls to 200 or below. The enemies are tough; equipping all of your units with a shield is a good idea.



Battle 27 - Lichuan

Your Units	Enemy Units	Goal
4 wanzers	1 Shangfeng 5K helicopter, 3 Rekson M4F wanzers, 2 Grapple M1 wanzers	Defeat all enemies

Attack the Grapples first to minimize the damage you'll take from their melee weapons. You can get the copter from a distance, so save it for last (it generally will not attack unless you get close). Destroy the Rekson wanzers, then finish the chopper to win the battle.



Battle 28 - Suichuan

Your Units	Enemy Units	Goal
4 wanzers	5 Mk20 AFVs, 1 Rekson M4F wanzers, 2 Grapple M1 wanzers	Defeat all enemies

You can buy new weapons and shields as well as upgrade all of your wanzers in town before this battle. Take the opportunity to sell off some of those surrendered wanzers you've been collecting and equip your troops with the best stuff. This battle seems tough, but the AFVs are actually easy to take out, since they only have two HP meters to worry about hitting—body and wheel. There's a 50/50 chance that damage will go to the body, making them easier to destroy than a wanzers with five HP bars. They are also exceptionally susceptible to shotgun and machine gun fire. Have your close-in fighters move on the tanks while your missileer(s) hang back and fire at the wanzers near the back of the area.



Battle 29 - Zhonggang

Your Units	Enemy Units	Goal
4 wanzers	3 Shangfeng 5K helicopters, 3 Rekson M4F wanzers, 2 Grapple M1 wanzers	Defeat all enemies

Here's another battle where you'll find an unoccupied armored car waiting to be taken advantage of right next to your start location. Pop one of your pilots into it on the first turn and fire a few freebie missiles at the opposition before moving the pilot back to his wanzers. Use shotguns and machine guns on the choppers this time (they're anti-flame) and hit the wanzers with melee and range weapons.



Battle 30 - Tianlei

Your Units	Enemy Units	Goal
4 wanzers + 2 Yungshen missile launchers (NPC)	3 Rekson M4F wanzers, 3 Grapple M1 wanzers	Defeat all enemies

Remember the battles to destroy the Tianlei mobile fortress from Emma's scenario? Well, this time you're defending the thing against the rebels. You have a couple of automated missile launchers fighting on your side, and there are several unoccupied 100mm guns for your pilots to commandeer. You'll face flamethrower-equipped enemies for the first time during this battle. Shields help tremendously. Stay on the deck of the fortress so the enemy has to move into range of the missile launchers.





Battle 31 - Hengshan

Your Units	Enemy Units	Goal
4 wanzers	3 Rekson M4F wanzers, 3 Grapple M1 wanzers	Defeat all enemies

Once again, the Grapple wanzers have melee weapons and should be your primary targets. Hit them as they approach with missiles, grenades or rifles, then take them down when they get into melee range.



Battle 32 - Tianlei

Your Units	Enemy Units	Goal
3 wanzers (Kazuki, Ryogo & Pham)	3 Shangdi 1 wanzers, 2 Wude 3 wanzers	Defeat all enemies

You don't get to choose which pilots fight in this battle—and you're outnumbered five to three. Luckily, your weaponry is better than theirs, so have everyone attack each enemy simultaneously and you'll get through it in one piece.



Battle 33 - Tianlei

Your Units	Enemy Units	Goal
4 wanzers (Kazuki, Ryogo, Alisa & Pham) + Xiao (NPC wanzers)	4 Shangdi 1 wanzers, 2 Wude 3 wanzers	Defeat all enemies

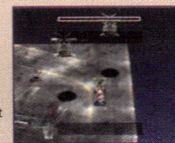
Five on six is better odds than the last fight. You've got a flamethrower-equipped NPC buddy to help out this time. And like the last battle, your weaponry outclasses the enemies. You should have no trouble getting through this one.



Battle 34 - Hankou Airport

Your Units	Enemy Units	Goal
4 wanzers	1 Lenghe wanzers, 2 Tiandong 3 wanzers, 2 Laiying 1 wanzers, 3 Shangfeng 5 helicopters	Defeat all enemies or destroy Dennis

You start this battle facing off against a lone Lenghe type wanzers, but after your first turn reinforcements arrive in the form of four heavily armed and armored units. The choppers aren't a threat; they only have machine guns. Unlike the last couple of battles, these guys are upgraded and sporting the best weaponry available. You can take down the leader (in the Lenghe) for a fast victory, but I recommend sticking it out and trying to get some of the tough Tiandong and Laiying wanzers to surrender.



Battle 35 - Inside Ravnui Embassy

Your Units	Enemy Units	Goal
4 wanzers (Kazuki & Alisa + 2 others) + Emma (NPC on foot)	3 Imaginary Numbers (infantry), 1 Lenghe 1 wanzers, 2 Shunwang 1 wanzers	Defeat all enemies or get Emma to designated point

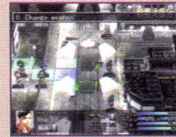
The Lenghe is your main concern here. It can inflict over 300 HP of damage with its melee weapon. Concentrate on taking it out first, then clean up the remaining enemies. The secondary win condition (Emma arriving at the exit) is basically a joke, since the route is blocked by the machine gun-toting Shunwang wanzers and they'll make ground beef out of Emma if she tries to run past on foot. Send your wanzers out ahead and you'll easily destroy all of the enemies before Emma can get herself killed.



Battle 36 - Outside Ravnui Embassy

Your Units	Enemy Units	Goal
4 wanzers	3 Lenghe 1 wanzers, 4 Mingtian 1 wanzers	Defeat all enemies or destroy Lukav

This is another fight similar to the battle at the airport. You can end the battle by taking down the leader, Lukav, who starts the fight on top of a building. If you choose to go for the quick win, equip two or more of your units with missiles and hit Lukav with them every turn. He's anti-flame, but the damage will add up and he'll be destroyed after a few turns of pounding. Of course, he may make it easier for you by moving to street level, in which case you can hit him with all of your forces. Unfortunately, he'll most likely stay on the rooftops.



Battle 37 - Shanghai Zoo

Your Units	Enemy Units	Goal
4 wanzers (Alisa & Kazuki, Ryogo Miho or Pham) + Greg & Hatari (NPCs)	3 Shunwang 1 wanzers, 3 Taita 4K wanzers	Defeat all enemies

The Taitas have grenades and they'll do loads of damage to your units, shields or not. Try to move on them right away and save the less dangerous Shuwangs for last. You have a total of six units for this battle, making it evenly matched; the two NPCs will draw fire away from your pilots.



Battle 38 - Nanjing

Your Units	Enemy Units	Goal
4 wanzers + 1 Shangfeng 5 helicopter (NPC)	3 Shunwang 1 wanzers, 2 Lenghe 1 wanzers, 1 Heidong 3 wanzers	Defeat all enemies (you lose if helicopter is destroyed)

This is a tricky battle. You have to protect the helicopter but there's really no good way to do it, since the chopper moves on its own right through the heart of the fight. If you can keep the machine-gun carrying enemies busy, they'll usually ignore it, but the monstrous Heidong will probably toss a couple of beam shots at the 'copter. After about five turns, the chopper leaves the scene and you can worry about the remaining enemy. The Lenghe have powerful melee weapons, but it's the Heidong that's the real problem. It has high HP and a plethora of weaponry including the aforementioned beam cannon. Topping it off, it's anti-flame, so you have to go toe-to-toe with it to inflict decent damage.



Battle 39 - Hiroshima National Park

Your Units	Enemy Units	Goal
4 wanzers + 1 NPC wanzers	3 Jinyo Mk110 wanzers, 2 Enyo Mk109 wanzers	Defeat all enemies (you lose if the NPC is destroyed)

The NPC plays it smart and retreats at the start of this fight. Move down the hill and engage the enemy point blank to draw them away from chasing the NPC. A couple of them will still go after him, so you'll want to race one or two of your units down to the bottom for assistance. The NPC can't take much damage and he won't always use his shield to defend against attacks. Basically, you have four turns to destroy the enemies who attack the NPC or he'll buy the farm and cost you the battle.



Battle 40 - Kaita

Your Units	Enemy Units	Goal
4 wanzers + 3 NPCs	3 Shunwang 1 wanzers, 2 Enyo Mk109 wanzers, 2 Mk39 PT boats	Defeat all enemies

You begin this fight on the high ground, which is useful for missile-equipped units. Try to take out the boats from the overpass, then move down to engage the rest of the enemy. Target the Enyos first; they have missiles and are very annoying.

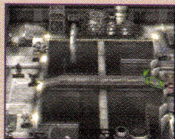




Battle 41 - Nagoya Sewar

Your Units	Enemy Units	Goal
4 wanzers	2 Enyo Mk109 wanzers, 2 Shunyo Mk111 wanzers, 2 Mk5 AFVs	Defeat all enemies

Before this battle you can upgrade the HP on all of your wanzers parts at the shop in Kure. Use the bridge in the middle of this area to your advantage. Stay on your side and hit the enemy with missiles. Let them come to you.



Battle 42 - Nagoya Sewar

Your Units	Enemy Units	Goal
3 wanzers + Ryogo (on foot)	2 wanzers pilots (on foot), 3 Shunyo Mk111 wanzers, 1 Kasel M2 wanzers, 2 Enyo Mk109 wanzers	Defeat all enemies (you lose if Ryogo is killed)

You must get Ryogo to the elevator switch before your wanzers can join the battle. Move him straight ahead to the corner on his first two turns so the enemy doesn't attack him until he rounds the turn and calls the elevator. The pilots nearby will attack him, but you should be able to get him to safety behind your wanzers after the elevator comes up. Take out the enemy pilots quickly—they're the biggest threat to Ryogo. When you get Ryogo to safety, you'll still have a six-to-three battle to overcome. Stay near the elevator so the entire enemy force doesn't gang up on you right away. Equip all of your units with the eight slot backpacks and stock up on repairs, shield repairs and restore items.



Battle 43 - Nagoya Factory

Your Units	Enemy Units	Goal
4 wanzers	2 Mk5 AFVs, 1 Mk8 support vehicle, 2 Shunyo Mk111, 2 Shunwang 1 wanzers (after initial enemies are defeated)	Defeat all enemies

Two Shunwangs will appear with heavy shotguns after you defeat the initial enemy force; the hardest part of this mission is making sure that you have enough reserve HP to take them on. Be sure to have everyone equipped with shields...and a few shield repair items couldn't hurt, either.



Battle 44 - Sendai

Your Units	Enemy Units	Goal
4 wanzers + 1 NPC wanzers	2 Lenghe 1 wanzers, 1 Enyo Mk109 wanzers, 2 Shunwang 1 wanzers, 2 Oceanhahn helicopters	Defeat all enemies (you lose if the NPC is destroyed)

The toughest part of this battle is keeping the NPC alive. You'll probably have to use a few repairs on him; the two Shunwangs come after him right at the start of the fight.



Battle 45 - Abukuma River

Your Units	Enemy Units	Goal
4 wanzers	2 Mk 8 support vehicle, 2 Kasel M2 wanzers, 2 Mk9 AFVs, 1 Infantryman,	Defeat all enemies

Upgrade your wanzers' HP at the shop and buy new weapons before this battle. The enemy is spread out and thus easy to destroy one unit at a time, but they also call in air strikes every other turn, so avoid grouping your wanzers together. Hit the AFVs with missiles for quick kills.



Battle 46 - Koriyama

Your Units	Enemy Units	Goal
4 wanzers	3 Mk5 AFV, 2 MBT2 Kuarve, 3 Enyo Mk109 wanzers	Defeat all enemies or move your units to the designated area

There are two ways to get through this battle—the easy way and the hard way. The hard way is to stick around and fight against the 2-1 odds and win by defeating all enemies. The easy way is to run your units up the west road into the designated tunnel area—you'll have to fight just one AFV and one tank on the way, as well as block any attacks from the enemy on the high ground as you rush for the tunnel.



Battle 47 - Koriyama IC

Your Units	Enemy Units	Goal
4 wanzers	4 Jinyo Mk110 wanzers, 2 Enyo Mk109 wanzers, 1 Mk12 AFV	Defeat all enemies

The AFV in this battle can activate a device that lowers your targeting accuracy. It is also at the highest point on the map, making it the most difficult enemy to reach. Move your units toward the top slowly, letting the enemies come to you and taking them out one at a time. Move up to the elevator (the large gray platform) after taking out all of the bad guys on the lower levels. Have one pilot eject and end his turn on the small gray control box in the corner and choose to operate the lift. It will take your units up to the top level to face off with the AFV and remaining wanzers. Alternatively, you can hit enemies on the top level with missiles until they're defeated.



Battle 48 - Koriyama IC

Your Units	Enemy Units	Goal
4 wanzers (Team 2)	2 Mk9 AFVs, 3 MBT2 Kuarve tanks, 1 Mk8 support vehicle, 2 Hanniger helicopters	Defeat six enemies

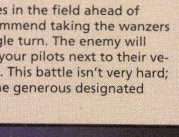
There are eight enemies in this battle, but you'll only have to defeat six to win. Use your shotguns and machine guns on the AFVs and tanks and have a missile-equipped unit fire repeatedly at the support vehicle.



Battle 49 - Tomiyama, Chiba

Your Units	Enemy Units	Goal
4 pilots (on foot)	1 Mk9 AFV, 2 Jinyo Mk110 wanzers, 1 Kasel M2 wanzers, 1 Hanniger helicopter	Defeat all enemies or get all units to designated area

Your pilots start out on foot and must commandeer the vehicles in the field ahead of them. There are three wanzers, an AFV and a helicopter. I recommend taking the wanzers and the copter, since the AFV is likely to get destroyed in a single turn. The enemy will not attack you until you put a pilot into a vehicle, so get all of your pilots next to their vehicles and then have them board the vehicles on the same turn. This battle isn't very hard; you can either destroy all of the enemy units or hightail it to the generous designated zone around the sanatorium.



Battle 50 - Mt. Aso

Your Units	Enemy Units	Goal
4 wanzers	3 Jinyo Mk110 wanzers, 3 Enyo Mk 109 wanzers, 2 Shunyo Mk111 wanzers	Defeat all enemies

Before the fight, upgrade your units at the base in Ku-mamoto. This is another of those very tough, white-knuckle eight-against-four fights. The best thing to do is keep your units near the starting point and let them come to you. Take them out one at a time when you can and do not move too far into the battlefield or you'll have everyone attacking you.





Battle 51 - Mt. Aso Foothills

Your Units	Enemy Units	Goal
4 wanzers	1 P-Gun J10, 2 Jinyo Mk110 wanzers, 2 Enyo Mk109 wanzers, 2 Shunyo Mk111 wanzers	Defeat six enemies

Not only does the P-Gun J10 have a beam weapon, it's got another one of those annoying jamming items that lowers your accuracy. Go after it with a melee-equipped unit.



Battle 52 - Misumi Harbor

Your Units	Enemy Units	Goal
4 wanzers	2 Shunwang 1 wanzers, 2 Mingtian 1 wanzers, 2 Lenghe 1 wanzers, 1 Kehei 0 wazer	Defeat Lukav

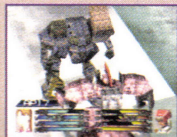
You face off against Lukav again in this fight. He's well guarded by loads of wanzers, so here's my strategy for this tough battle: Move everyone back into the lowered area directly behind the start point and let the first wave of two or three enemies come to you. Hit the Lenghes with ranged weapons and engage the missile-carrying Mingtians with melee and missiles. After you defeat these enemies a couple more will charge you. Repeat this until you've beaten everyone except Lukav, who will obligingly remain out of range until he's the only one left. Now repair your units (use shield repairs if you have them) and charge him. He'll fall easily under a combined assault.



Battle 53 - Okinawa Bridge

Your Units	Enemy Units	Goal
4 wanzers	2 Mingtian 1 wanzers, 2 Lenghe 1 wazer, 2 Shunwang 1 wazer	Defeat all enemies

This battle is easier than the last few. Just use the same tactics as in the last battle for an ensured victory. Wait near the start—maybe move back a step or two—and let them come to you. It'll be over before you can say "surrender."



Battle 54 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	4 Lenghe 1 wanzers, 3 Mingtian 1 wanzers, 1 Shunwang 1 wanzers	Defeat Lukav

Lukav shows up again, this time in the Shunwang wazer. You can end the battle by defeating him...and he starts fairly close to you this time. You can nail him with missiles from the platform where you start the fight and you can get a unit or two within range in just a few turns. Ignore the other enemies and concentrate on defeating Lukav.



Battle 55 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers + 1 NPC civilian trailer	5 Shunwang 1 wanzers, 1 Kexi 1 wazer	Defeat all enemies (you lose if the trailer is destroyed)

Here's another one of those "protect the civilians" battles. The truck will stick around for a few turns and then split the scene, so you only have to worry about it in the early portion of the fight. Once it's gone, you'll be facing the same six-to-four odds you're used to by now. Lure out the Shunwangs or just make a beeline for the giant Kexi and take it down in a few turns.



Battle 56 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	3 Lenghe 1 wanzers, 2 Mingtian 1 wanzers, 2 Shunwang 1 wanzers	Defeat all enemies

This room consists of labyrinthine catwalks separated by a few platforms that raise and lower automatically during the battle. Moving around can be a hassle, since your route is occasionally cut off by these platforms or your units can get stuck on them when they move. As long as you've upgraded the boost ability of your wanzers (and they have humanoid-type legs instead of four-leg or hover-type), they should be able to move around without too much difficulty. Get the secret wazer (see last issue) to make this battle much easier.



Battle 57 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	4 Shunwang 1 wanzers, 3 Lenghe 1 wanzers	Defeat all enemies

This battle is as straightforward as they get. Attack the enemies closest to you and don't advance into the room; the enemies near the back won't move until their teammates are defeated. Employ the usual gang tactics to beat each enemy unit.



Battle 58 - Okinawa Ocean City

Your Units	Enemy Units	Goal
4 wanzers	3 Shunwang 1 wanzers, 3 Lenghe 1 wanzers, 1 Xiangyu 2 wazer	Defeat all enemies

The final battle pits your troops against Lukav once again. Lukav is helping the Xiangyu wazer and sporting top-of-the-line grenades and missiles. The small battle area means that all seven enemies will be attacking you from the start of the battle—no "let them come to you" strategy here. The best defense is often a good offense, anyway, so rush Lukav with a few melee-equipped units and have your others gang up on the remaining troops.



SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



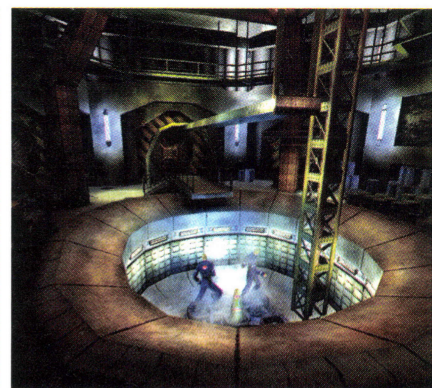
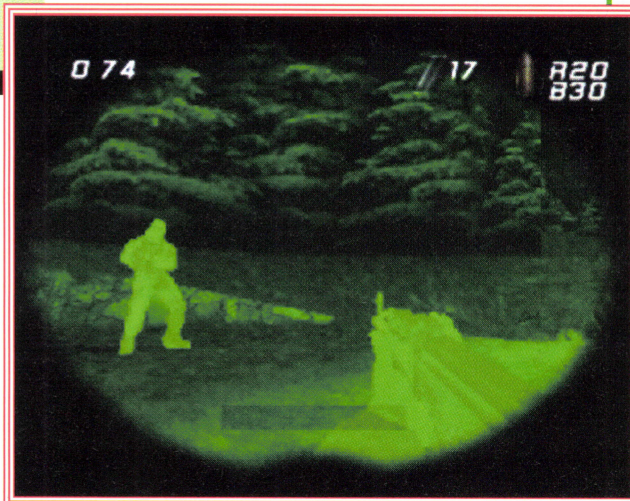
THE WORLD IS NOT ENOUGH

Electronic Arts • Winter • 1-4 Players

The true James Bond sequel to the N64's hottest game, *GoldenEye*, will be coming your way just in time for the winter holidays. No, it's not *Perfect Dark* and the game isn't being developed by the folks at Rare. *The World is Not Enough* is EA's answer to the next James Bond licensed first-person perspective shooter. The game—nicknamed *TWINE* by the development team—will also be available for the PlayStation. However, developer Eurocom will be adding exclusive levels and features to the N64 version. With the huge success of *GoldenEye*, you can't blame EA for focusing heavy attention on the N64 version. *The World is Not Enough's* game design will follow in the footsteps of *GoldenEye's* irresistible formula of single-player action combined with mission-based goals. The requisite four-player deathmatch mode will also be a central feature for more karate chopping and lead pumping amongst friends. The game will have forty different Bond weapons and Q gadgets to destroy and dupe your foes. More than

The World is Not Enough 007

ten enormous arenas and levels, many of them based on scenes from the movie, await Bond's infiltration. Recognizable characters from the movie will serve as your allies, while new adversaries created exclusively for the game will try to stop you from wrecking their sinister plans. EA promises a constant, high frame rate for fast, furious gameplay in addition to supporting the 4MB Expansion Pak for enhanced graphics. With the recent release of *Perfect Dark*, Nintendo and Rare's *GoldenEye* will be a tough act to follow, but EA is more than ready to accept the challenge with *The World is Not Enough*. Who could have predicted that the N64 would become a heated platform for first-person shooters?



PS2

SUMMONER

THQ • Fall • 1 Player

Summoner, from THQ and developer Volition, was first being worked on as a PC project. After being impressed by the power of the PlayStation2, the team has switched gears and decided to concentrate on re-releasing *Summoner* as a PS2 launch game for the U.S. this coming Fall. *Summoner* could very well be the first role-playing adventure for the PlayStation2 when the system comes our way. As a summoner of spirits (hence the name of the game), characters can call up various demons and creatures to help them during battles. The concept is very much like the Guardian Forces in *Final Fantasy VIII*, except in *Summoner* you can control the beasts yourself! The game features insanely beautiful environments and a complex story inspired by various works of literature, folklore and ancient mythology. You can control up to five characters in your party and each one will have his or her own unique skills and spell casting abilities. Much of the landscape is influenced by Chinese, Japanese and Thai architecture, giving the game a unique atmosphere that's different from most dungeon and castle-influenced RPGs. Volition is the development team responsible for creating the now-famous *Descent* series.

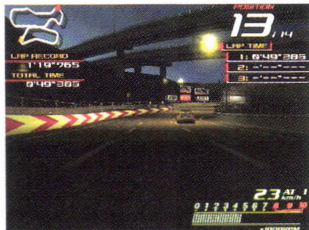


PS2

RIDGE RACER V

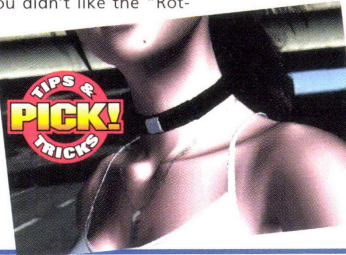
Namco • T.B.D. • 1-2 Players

SUPER
輸入
IMPORT!



Ridge Racer V is Namco's first PlayStation2 game. For this latest installment of the popular series, many of the tracks and cars have been designed in the same style as the original *Ridge Racer*. However, as Namco is known to do, there are a number of gameplay elements and designs that have been totally changed since the previous games in the series, for better or worse.

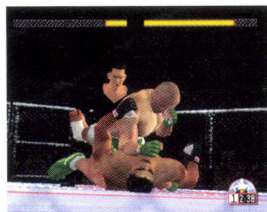
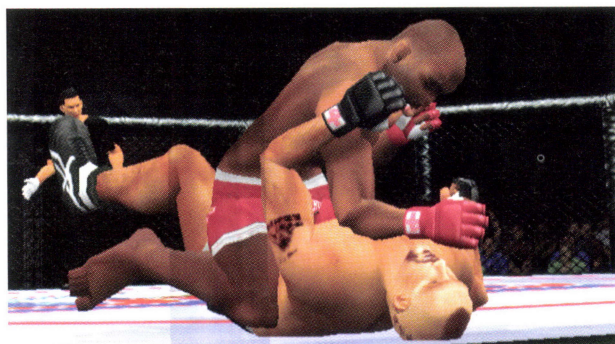
First, the handling of all the cars is totally different than in any other *Ridge Racer* game. You still have the drift and grip categories, but if you're expecting classic *Ridge Racer* handling, you'll be disappointed. A few of the tracks are the same as the ones in the original game, but even the new ones don't feel very different. All of them are situated within the same fictional locale, "Ridge City." The graphics are excellent, certainly among the best in a racing game yet, but they don't really seem to take full advantage of the hardware's abilities. The music features a track from the Boom Boom Satellites and one from Mijk van Dijk. Also, the style seems to lean more toward highly repetitive techno than ever before. If you didn't like the "Rotterdam Nation" BGM in previous *Ridge Racer* games, you probably won't like the new tracks. The CG girl from *R4*, Reiko Nagase, has been replaced with a slightly younger counterpart, Ai Fukami, although she hardly makes an appearance in the game. And yes, you can even still use your NeGcon! *Ridge Racer V* will surely be a launch title when the PS2 appears stateside.



ULTIMATE FIGHTING CHAMPIONSHIP

Crave • 4th Quarter • 1-2 Players

Deep in the recesses of your cable channels, you'll occasionally come across pay-per-view ads for the Ultimate Fighting Championship. The UFC is a no-holds barred fighting competition featuring mixed martial arts in a caged dome, like in *Mad Max: Beyond Thunderdome*. The audience expects and demands to see real-life punches, kicks and frequent bloodletting. Crave's *Ultimate Fighting Championship* for the Dreamcast is expected to bring such brutality right into your home. You can play as a regular street thug or a true martial arts expert. The game will feature over twenty-two real UFC fighters, each with his own unique special moves. Some of the fighters include Tim Lajcik, Jeremy Horn, Pat Miletich, Marco Ruas and Tsuyoshi Kosaka. Several fighting styles will be represented, including Jujitsu, Greco-Roman wrestling and all-out street brawling. Crave has hired a Japanese company called Anchor to develop the game. Anchor's team features some of the most talented fighting game designers whose credits include the *Tekken* series, *Soul Edge*, *Tobal No. 1* and *Toy Fighter*. Hopefully, these impressive credentials translate over to *Ultimate Fighting Championship*.





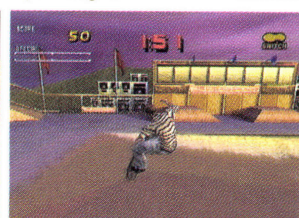
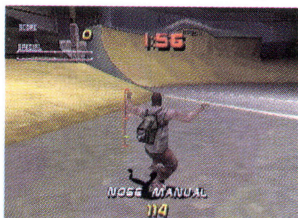
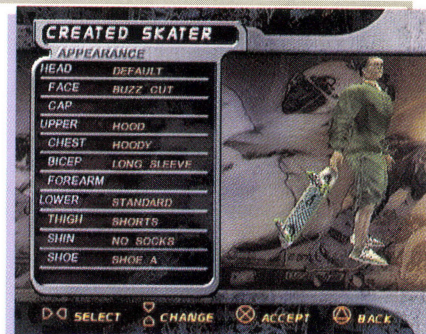
TONY HAWK'S PRO SKATER 2

Activision • Fall • 1-2 Players



game out there! *Tony Hawk Pro Skater 2* will bring back a lot of the same elements that made the first game a big hit, but there will also be a ton of new options that should enhance your skateboarding pleasure! Added is a new skate park editor that will allow you to create your own death traps and pavement-burning scenarios. Each character's clothing and trick sets can now be modified for complete customization. There will also be a new "Create a Player" mode so you can make your own goofy skaters to skate in your own goofy park. More tricks have been added, including new grabs, inverts, manuals, lip and ollie tricks. Activision listened to consumer feedback and has added a whole lot of secrets, including smashable walls that lead to hidden areas. Many of the game's environments have been modeled after studying various skateboarding videos to get an idea of the types of areas and obstacles that challenge professional skaters. There's even a wicked high school level where you can tear it up through locker halls and classrooms without a principal in sight!

Here's more information on the much-anticipated sequel to the best skateboarding



HERCULES: THE LEGENDARY JOURNEYS

Titus • June • 1 Player



Based on the hit TV show with Kevin Sorbo as Hercules, *Hercules*:

The Legendary Journeys is an action/adventure game that puts you in the world of the ultimate mythical Greek hero. Take control of three different characters—Hercules, Iolaus and Serena, the Golden Hind—and travel the land in search of magical artifacts. Hercules' ultimate goal is to stop his half-brother, Ares, from overthrowing Zeus, King of the Gods, and taking over the world. Twelve unique levels based on Ancient Greece can be explored. Each character has unique attributes to help you through the quest. Hercules' strength allows him to pick up and carry any object or even pick up and throw enemies. Iolaus is nimble and quick and is able to go to places that are inaccessible to the burly Hercules. Serena's bow and arrow can take out enemies from a distance. Other characters from the show, like Salmoneus and Aphrodite, also make appearances as helpful allies. Coming to the N64 this summer!



KENGO: MASTER OF THE BUSHIDO

Crave • August • 1-2 Players



Kengo: Master of the Bushido is the next in the *Bushido Blade* series from developer Lightweight. Since Lightweight is now a subsidiary of Genki—and Genki has an ongoing agreement with Crave—Crave will be publishing the game here in the U.S. instead of Square. Many features have been changed and added for *Kengo: Master of the Bushido*. Instead of just hacking and slashing like in the old *Bushido* games, characters will now need to keep their "ki" (spirit) in check while fighting. There will be life, weapon and spirit gauges that affect attacking abilities. Players will have to train under the strict samurai code and eventually partake in the Emperor's Tournament to become *Master of the Bushido*. A new turn-around feature will allow players to do a final, ferocious desperation attack to attain last-minute victory just before you die. *Kengo: Master of the Bushido* is an intriguing departure from the usual *Bushido Blade* series, where players get to train both their strength and mind in the true samurai fashion.





LEGEND OF MANA

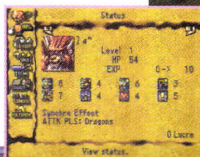
Square/EA • June • 1-2 Players

SUPER
輸入
IMPORT!

TIPS & TRICKS

Known in Japan as *Seiken Denetsu* (*Legend of the Holy Sword*): *Legend of Mana*, this is the second game in the series to make it over to America.

Those who played *Secret of Mana* back in the Super Nintendo days will find a similar style of gameplay. Like the other titles in this series, practically all of the graphics are two-dimensional. The innovative two-player simultaneous option that was introduced first in *Secret of Mana* is also back. The most unique and new feature, however, is the Land Creation System. Now, instead of exploring a world, you actually build it up yourself as you progress through the game and find various artifacts. If you're looking for an RPG with an old-school feel but with totally new concepts and designs, check out *Legend of Mana*!

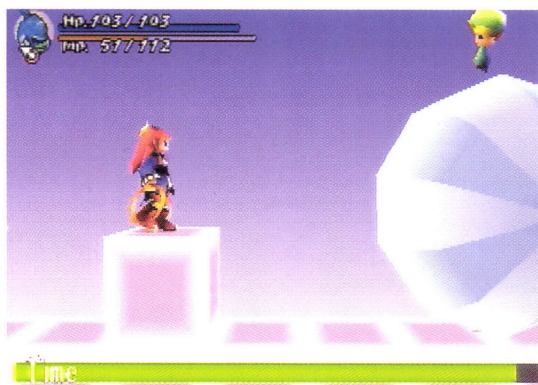
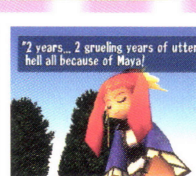


THREADS OF FATE

Square/EA • July • 1 Player

SUPER
輸入
IMPORT!

Square really knows how to push the PlayStation to its limits, and *Threads of Fate* is one of the best examples of this. Unfortunately, these images cannot show how beautiful and detailed the animation is in this game. Characters have many points of articulation and their hair and clothes also move. The gameplay style is very much like that of *Brave Fencer Musashi*, although some of the action sequences in this game seem more difficult. To add to the replay value, you can choose to play one of two quests in the game. You can assume the role of Mint, a princess bent on world domination, or Rue, who seeks revenge for the death of his family. While the stages of the game don't change much, each character has totally different abilities and follows a separate storyline. Mint can use all kinds of projectile magic attacks, while Rue has a special ability to morph into any kind of enemy and use their abilities. Check it out this summer!

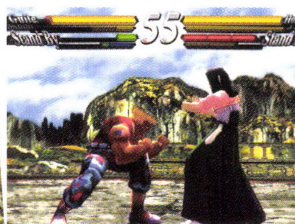
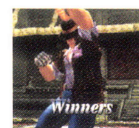


STREET FIGHTER EX3

Capcom • T.B.D. • 1-4 Players

SUPER
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IMPORT!

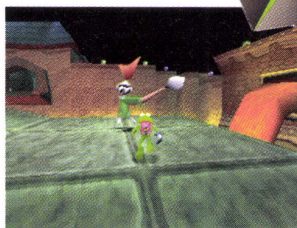
Here's the first fighting game for PlayStation2. Developed by Arika for Capcom, *Street Fighter EX3* features lots of new play modes. There's Tag Battle, where you can select a team of two characters to fight with. Two players can either play cooperatively against the computer or against each other. The new Dramatic Battle mode pits you against up to three opponents at once! There are 15 characters to select from right from the start. Most exciting of all is the Character Edit mode, where you build up your own fighter and "purchase" moves for him based on experience points you obtain in special trials.



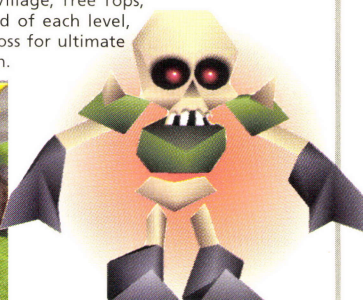


MUPPETS MONSTER ADVENTURE

Psygnosis • October • 1 Player



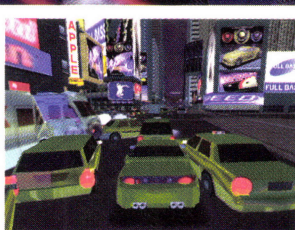
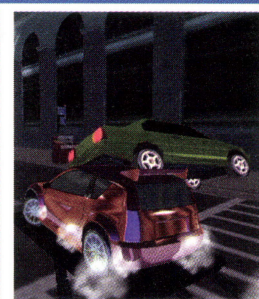
Designed for a younger PlayStation audience and scheduled for release just around Halloween, *Muppets Monster Adventure* lets you play as Kermit's little nephew, Robin. Robin must embark on a quest to save his uncle and the other Muppets, who have all been transformed into monster versions of themselves! Robin himself has also been afflicted with monstrous abilities and can morph into different forms in order to glide, climb, swim or smash objects. Robin can even turn into a flying vampire bat! The game will feature sound samples straight from the Jim Henson studios. Explore six huge spooky worlds: Ice World, Castle, Village, Tree Tops, Graveyard and Swamp. At the end of each level, you'll battle a different Muppet boss for ultimate glory. Hey, it's not easy being green.



MIDNIGHT CLUB: STREET RACING

Rockstar • Fall • 1-2 Players

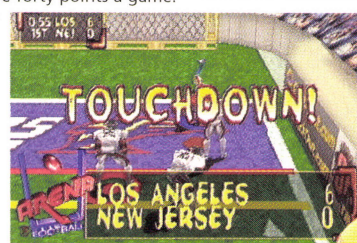
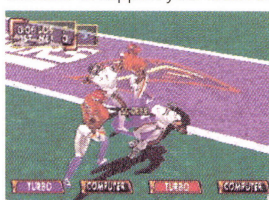
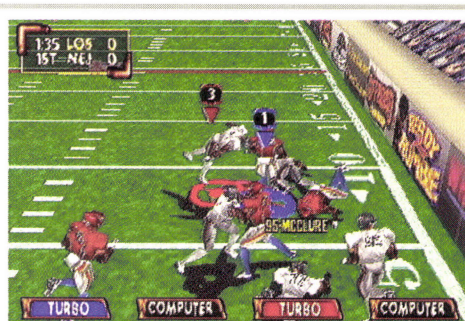
Rockstar's first PlayStation2 game is based on the "sport" of illegal street racing. In *Midnight Club: Street Racing*, you begin the game as a simple cab driver, navigating through the busy city streets. One day, you are challenged to race through the city by an elusive gang known as the Midnight Club. From there, you will be challenged into a series of cut-throat racing in the world's most crowded streets! The game takes place in three major cities: New York, Tokyo and London. Each city is incredibly detailed with famous and familiar landmarks. The game will have several cars to choose from and will also support multiplayer racing. Cars can also be tweaked and upgraded at some of the greatest tuning shops in the world. *Midnight Club: Street Racing* is scheduled to be released simultaneously with the PlayStation2.



KURT WARNER'S ARENA FOOTBALL UNLEASHED

Midway • Available Now • 1-2 Players

After stunning the world with a tremendous Super Bowl run, Kurt Warner of the St. Louis Rams made everyone take another look Arena Football, the indoor league where he made his name before joining the NFL. *Kurt Warner's Arena Football Unleashed* from Midway plays very much the same way as the *Blitz* series, but with a shorter field and with the crazy Arena Football rules. Surprisingly, the game is a lot more brutal than *Blitz*. The Arena Football league was far more willing to allow Midway to put violent animation sequences in their game than the NFL was with *Blitz*. Players can jump up and down on an opponent's back long after the play is dead. Players can also punch and even kick a guy in the head when he's down! Some of the wacky rules in Arena Football, like being able to pick up the ball after a failed field goal attempt, allows for high scoring well above forty points a game. Apparently, Kurt Warner himself is a secret character in the game. Remember to support your local Arena Football team this summer!





RAMPAGE THROUGH TIME

Midway • July • 1-3 Players



Those hyperactive monsters are back for more cityscape destruction in *Rampage Through Time*, the latest in Midway's *Rampage* series. Not much information is available on this game as of yet, but it seems as though there will be several mini-games included in between levels. As the title of the game suggests, Curtis, Boris and crew will be traveling through time, doing their best to demolish every historical landmark in their path! New characters will also be introduced, like Mukl (what creature he is, we're not sure yet)! More buildings to crush, people to eat and vehicles to smash; life couldn't be better.



CRUIS'N EXOTICA

Midway • Possible in 2000 • 1-4 Players

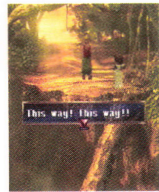
Cruis'n Exotica is the latest in the *Cruis'n* series, Midway's extremely popular arcade racing series. The N64 version of *Cruis'n Exotica* kicks it up a couple of notches with better graphics, more speed and animated environments. Like *Hydro Thunder*, *Cruis'n Exotica*'s backgrounds are alive with moving dinosaurs and jumping whales. The dinos will even do their business right on your windshield! The game also features more jumps and ramps than *Cruis'n USA* and *Cruis'n World*. There will be twelve exotic tracks in all, ranging from thick jungle growth to the desolate surface of the planet Mars.



LEGEND OF DRAGOON

Sony • June • 1 Player

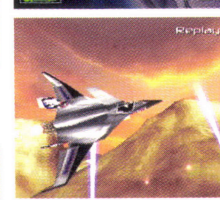
Hoping to take advantage of some of the success and excitement generated by the *Final Fantasy* series, Sony has created a new role-playing game that many hype-mongers are calling the "*Final Fantasy* killer." No one can deny that they've certainly tried their hardest. *Legend of Dragoon* took three years to make and over 100 people participated in its development. The game itself shares many design similarities with recent RPGs like *Final Fantasy VII* and *VIII*. In total, there are nine playable characters, with three in a given party at once. There's also an elemental system, with each character having an alignment with a particular element. Borrowing from and building on some of the new attack concepts used in *Final Fantasy VIII*, the "Additional" system allows players to string attacks together by pressing buttons at the right moment. Later on in the game, characters gain the ability to transform into powerful Dragoons. Most of the other elements in the game are standard RPG fare and the graphics style closely resembles that of *Final Fantasy VIII*.



N-GEN RACING

Infogrames • June • 1-2 Players

N-Gen Racing is a new PlayStation game that features highly modified jet aircraft as race vehicles! If these screen shots remind you of *WipeOut*, it's because the game is developed by Curly Monsters, whose six members are all former Psygnosis employees. There are four classes of difficulty: Trainer, Fighter, S-Fighter and X-Fighter. Additionally, there are at least 40 real jets to choose from and each one is fully customizable. There's also an arcade mode for a quick race, or if you prefer deeper gameplay, *N-Gen* racing mode allows you to win money after each race to modify your aircraft or buy new ones. For two players, you can race against your friend or play a special versus game called "Powerball." Aircraft racing games have been created before, but no developer has ever really done it right yet. *N-Gen Racing* looks like it's shaping up to be one awesome game!





HERCULES: THE LEGENDARY JOURNEYS

Titus • September • 1-2 Players

With the release of this action/adventure cart, Titus is hoping that most fans of the *Hercules* TV show are also avid viewers of *Xena: Warrior Princess*. Since Herc and Xena exist in the same "universe" and various members of both casts have met each other on one or both of the shows, the games support an infrared link feature that allows you to transfer characters back and forth between the two Game Paks. Play as Xena in the *Hercules* game or surprise the enemies in Xena's game by bringing in Hercules! The storylines for both games are blended together, but there are hidden areas and/or items in the *Hercules* game which can only be found by Xena, and vice versa.



XENA: WARRIOR PRINCESS

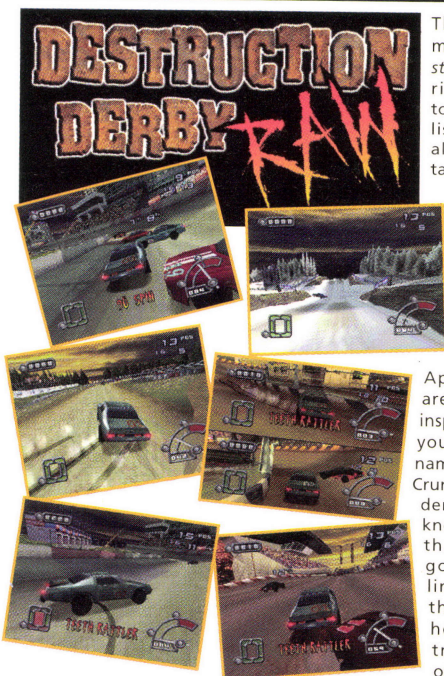
Titus • July • 1-2 Players

Based on the popular syndicated TV show, Xena's first Game Boy adventure finds our heroine trapped in a gigantic nightmare. While resting uncomfortably, Xena must battle Centaurs, Olympian gods and other mythological characters. Fortunately, while asleep, she is being cared for by her companion Gabrielle, who is somehow able to guide her along the way. Players can use a variety of Xena's favorite weapons as they help her through 16 different quests. The game's coolest feature, however, is the infrared link option that allows you to interface with Titus' new *Hercules* game; check out our *Hercules* preview for more info!



DESTRUCTION DERBY RAW

Psygnosis • August • 1-4 Players



This new installment of the *Destruction Derby* series features a totally new 3-D collision system that allows more spectacular crashes and collisions than ever before. Developed by Studio 33, *Destruction Derby Raw* is being advertised as "Demolition Derby meets WWF."

Apparently, there are now wrestling-inspired "moves" at your disposal, with names like the Bone Cruncher and the Undertaker. We don't know if this means that the cars are going to sprout limbs and sweaty throbbing foreheads and talk trash to each other, but it's an interesting concept none-

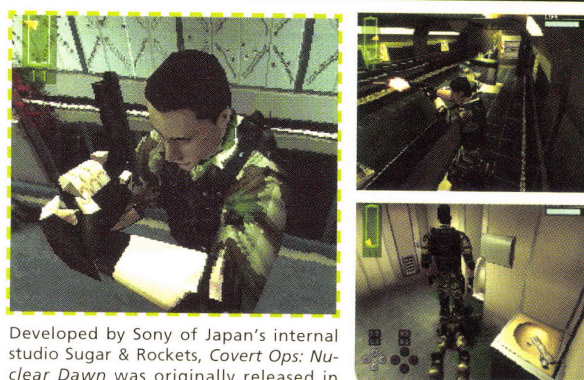
less. There's 25 tracks and 24 different cars to choose from. To increase the variety of gameplay, there's also a new Assault mode and a Sky-scraper mode which takes place on the rooftops of buildings.



COVERT OPS: NUCLEAR DAWN

UPDATE!

Activision • Summer • 1 Player



Developed by Sony of Japan's internal studio Sugar & Rockets, *Covert Ops: Nuclear Dawn* was originally released in Japan under the name *Chase the Express*. *Covert Ops* is an adventure game that takes place entirely on a high-speed military train on its way from St. Petersburg to Paris. You could say it's like *Resident Evil* except you're on a train and there are no zombies. You assume the role of a NATO soldier who must rescue an ambassador from terrorists who have taken over the train. Additionally, the train is loaded with many nuclear weapons which must be deactivated before it reaches Paris. The train itself is over 18 cars long and there are multiple floors on each car. As it makes its way across Europe, you'll pass through 30 different cities in total. You can uncover at least seven different endings and lots of different secrets. The most interesting feature of this game is the way in which the backgrounds are drawn. They're panoramic images pre-rendered from one viewpoint, which gives a convincing illusion of depth and allows the camera to change orientation smoothly, which is not possible with normal pre-rendered backgrounds. It's an effect that's similar to Apple's QuickTime VR technology. If you're a "survival horror" fan who's getting a little tired of chasing zombies, give this one a try.

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64 JUNE

- 1 Airboardin' USA Agetec
- 2 Blues Brothers 2000 Titus
- 3 Hercules: The Legendary Journeys Titus
- 4 Kirby 64: The Crystal Shards Nintendo
- 5 Looney Tunes: Duck Dodgers Infogrames
- 6 Looney Tunes: Taz Express Infogrames
- 7 Starcraft 64 Nintendo
- 8 Stunt Racer 64 Midway

JULY

- 9 Banjo Tooie Nintendo
- 10 Super Bowling Tommo

AUGUST

- 11 Ogre Battle 64 Atlus
- 12 Polaris Snocross 2001 Vatical
- 13 Seadoo Hydrocross 2001 Vatical

SEPTEMBER

- 14 F-1 Championship '99 Ubi Soft
- 15 International Track & Field Konami
- 16 Mia Hamm Soccer Southpeak
- 17 Tom & Jerry Mattel
- 18 VR Powerboat Vatical

3rd QUARTER 2000

- 19 Aidyn Chronicles: The First Mage THQ
- 20 ECW: Anarchy Rulz Acclaim
- 21 Power Rangers Lightspeed Rescue THQ
- 22 Rugrats In Paris: The Movie THQ
- 23 Scooby Doo THQ

4th QUARTER 2000

- 24 007: The World is Not Enough EA
- 25 Caesar's Palace Crave
- 26 Conker's Bad Fur Day Nintendo
- 27 Donald Duck Ubi Soft
- 28 Hey You Pikachu Nintendo
- 29 Mickey's Racing Nintendo
- 30 Legend of Zelda: Majora's Mask Nintendo
- 31 Winnie the Pooh Mattel
- 32 X-Men: Mutant Academy Activision

POSSIBLE IN 2000

- 33 Cruis'n Exotica Midway
- 34 Custom Robo Nintendo

- 35 Earthbound (Mother 3) Nintendo
- 36 Eternal Darkness Nintendo
- 37 Mario Tennis Nintendo
- 38 Mini Racers Nintendo
- 39 Pokemon Stadium 3 Nintendo
- 40 Quest for Camelot THQ
- 41 Resident Evil Zero Capcom
- 42 Star Wars: The Phantom Menace Nintendo
- 43 Super Mario Adventure Nintendo

PLAYSTATION JUNE

- 1 Alien Resurrection Fox
- 2 Baldur's Gate Interplay
- 3 Covert Ops: Nuclear Dawn Activision
- 4 Earthworm Jim Interplay
- 5 In Fisherman Bass Hunter Rockstar
- 6 Iron Soldier 3 Vatical
- 7 Koudelka Infogrames
- 8 Legend of Dragoon Sony
- 9 Legend of Mana Square/EA
- 10 Major League Soccer Konami
- 11 Men In Black Electro Source
- 12 Mortal Kombat Special Forces Midway
- 13 Motocross Madness Codemasters
- 14 N-GEN Racing Infogrames
- 15 Paper Boy Midway
- 16 Rampage Through Time Midway
- 17 Reel Fishing 2 Crave
- 18 Test Drive Cycles Infogrames
- 19 Wacky Races Infogrames
- 20 WTC: World Touring Championship Codemasters
- 21 X-Men: Mutant Academy Activision

JULY

- 22 Darkstone Rockstar
- 23 Earthworm Jim Interplay
- 24 Jeremy McGrath Supercross 2000 Acclaim
- 25 Lunar 2: Eternal Blue Working Designs
- 26 Micro Machines Codemasters
- 27 Mike Tyson Boxing Codemasters
- 28 Moho Rockstar
- 29 Play with the Teletubbies Havas
- 30 Threads of Fate Square/EA

- 31 Vanishing Point Acclaim

AUGUST

- 32 Animorphs GT
- 33 Carmageddon 2 Interplay
- 34 Chrono Cross Square/EA
- 35 Destruction Derby Raw Psygnosis
- 36 ECW: Anarchy Rulz Acclaim
- 37 Kengo: Master of the Bushido Crave
- 38 Re-Volt 2 Acclaim
- 39 Sesame Street Games Mattel
- 40 Sydney 2000 Eidos
- 41 Tenchu II: Birth of the Assassins Activision

SEPTEMBER

- 42 Action Man Hasbro
- 43 Breakout Hasbro
- 44 Dinosaur Ubi Soft
- 45 F-1 World Championship '99 Ubi Soft
- 46 Family Feud II Hasbro
- 47 Frogger II Hasbro
- 48 Galaga Hasbro
- 49 Inspector Gadget Ubi Soft
- 50 Jeopardy II Hasbro
- 51 NASCAR Racers Hasbro
- 52 Nickelodeon's CatDog Hasbro
- 53 Panzer General Assault Mindscape
- 54 Parasite Eve 2 Square/EA
- 55 Polaris Snocross 2000 Vatical
- 56 Rayman 2 Ubi Soft
- 57 Team Buddies Psygnosis
- 58 Tom & Jerry Mattel
- 59 Tonka Space Station Hasbro
- 60 Wheel of Fortune II Hasbro

3rd QUARTER 2000

- 61 Championship Motocross 2 THQ
- 62 Evil Dead: Hail to the King THQ
- 63 Hogs of War Infogrames
- 64 MTV Sports: Skateboarding THQ
- 65 Power Rangers Lightspeed Rescue THQ
- 66 Rugrats in Paris: The Movie THQ
- 67 Scooby Doo THQ
- 68 Snowcross Championship Racing Crave
- 69 Spider-Man Activision

* Publishers, please contact us with updates and/or corrections.
 • Denotes that the game is available as an import at press time.



70	Superman	Titus
71	Star Trek: Invasion •	Activision
72	Test Drive Rally	Infogrames
73	Tony Hawk's Pro Skater 2	Activision

OCTOBER

74	Batman Racing	Ubi Soft
75	Blues Clues	Mattel
76	Donald Duck	Ubi Soft
77	Flintstones Bedrock Bowling	Southpeak
78	Goofy Adventure	Mattel
79	Jungle Book	Ubi Soft
80	Muppets Monster Adventure	Psygnosis
81	NASCAR Heat	Hasbro
82	Nicktoons Racing	Hasbro
83	The Road to El Dorado	Ubi Soft
84	V.I.P.	Ubi Soft
85	Wild Thornberry	Mattel
86	Winnie the Pooh	Mattel

4th QUARTER 2000

87	007: The World is Not Enough	EA
88	Konami Rally	Konami
89	MTV Sports: Freestyle BMX	THQ

POSSIBLE IN 2000

90	Aconcagua	Sony
91	Breath of Fire IV •	Capcom
92	Chocobo Stallion •	Square/EA
93	Dragon Quest VII	Enix
94	Driver 2	GT
95	Elder Gate	Konami
96	Felony 11-79 pt. 2 •	T.B.D.
97	Final Fantasy IX	Square/EA
98	Gallop Racer 2000	Tecmo
99	King of Fighters '99	SNK
100	Kiss: Psycho Circus	Rockstar
101	Mega Man Legends 2 •	Capcom
102	Messiah	Interplay
103	Ms. Pac-Man Maze Madness	Namco
104	Olympics 2000	Konami
105	Persona 2	Atlus
106	Planet of the Apes	Fox
107	Resident Evil Survivor •	Capcom
108	Rogue Spear	Red Storm
109	Time Crisis Titan	Namco

DREAMCAST JUNE

1	Bust-A-Move 4 •	Acclaim
2	Demolition Racer	Infogrames

3	ESPN Baseball Tonight	Konami
4	Fur Fighters	Acclaim
5	Gauntlet Legends	Midway
6	Hidden and Dangerous	Rockstar
7	Legend of the Blademasters	Ripcord
8	Microsoft Combat Flight Simulator	Konami
9	Midway Arcade Flashback	Midway
10	MTV Sports: Skateboarding	THQ
11	Silver	Infogrames
12	South Park Rally	Acclaim
13	Space Channel 5 •	Sega
14	Spec Ops: Omega Squad	Ripcord
15	Toy Story 2	Activision
16	Wacky Races	Infogrames

JULY

17	Ecco the Dolphin	Sega
18	Evolution 2 •	Ubi Soft
19	Jeremy McGrath Supercross 2000	Acclaim
20	Metropolis	Sega
21	Monster Breeder	Tommo
22	Seaman •	Sega
23	Super Magnetic Neo •	Crave
24	Vanishing Point	Acclaim
25	Virtua Tennis	Sega
26	World Series Baseball 2K1	Sega

AUGUST

27	Armada 2	Metro 3D
28	D2 •	Sega
29	Dark Angel: Vampire Apocalypse	Metro3D
30	Deep Fighter	Ubi Soft
31	ECW: Anarchy Ruiz	Acclaim
32	Sega GT •	Sega
33	Syndey 2000	Eidos
34	Tokyo Extreme Racer 2 •	Crave

SEPTEMBER

35	Dragon Rider	Ubi Soft
36	F-1 Championship '99	Ubi Soft
37	Peace Makers	Ubi Soft
38	Stupid Invaders	Ubi Soft
39	Viva Soccer	Interplay

3rd QUARTER 2000

40	Evil Dead: Hail to the King	THQ
41	Half-Life	Sierra
42	Super Runabout	Interplay
43	Test Drive V-Rally	Infogrames

OCTOBER

44	Dogs of War	Rockstar
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45	Grand Prix 4	Hasbro
46	ESPN NBA Tonight	Konami
47	Messiah	Interplay
48	POD II	Ubi Soft
49	Shenmue •	Sega
50	Speed Devils 2	Ubi Soft
51	Star Trek New Worlds	Interplay

NOVEMBER

52	Evil Twin	Ubi Soft
53	Gorka Morka	Rockstar
54	V.I.P.	Ubi Soft

DECEMBER

55	Dinosaur	Ubi Soft
56	Playmobil Hype	Ubi Soft
57	The Road to El Dorado	Ubi Soft

4th QUARTER 2000

58	Alone in the Dark	Infogrames
59	Austin Powers	Rockstar
60	Boarder Zone	Infogrames
61	Ultimate Fighting Championship	Crave

POSSIBLE IN 2000

62	Army Men: Sarge's Heroes	Midway
63	Black & White	Sega
64	Cool Cool Toon	SNK
65	Crisis Zone	Namco
67	Eternal Arcadia •	Sega
68	Floigan Brothers	Sega
69	Grandia 2	Sega
70	Independence War	Infogrames
71	Jet Set Radio	Sega
72	King of Fighters '99: Evolution •	SNK
73	Kiss: Psycho Circus	Rockstar
74	Marvel vs. Capcom 2: New Age of Heroes •	Capcom
75	Mr. Driller	Namco
76	Napple Tale	Sega
77	Olympics 2000	Konami
78	Phantasy Star Online	Sega
79	Power Stone 2 •	Capcom
80	Puzzle Bobble 4	Sega
81	Quake 3: Arena	Sega
82	Rent A Hero No. 1	Sega
83	Roommania #203 •	Sega
84	San Francisco Rush 2049	Midway
85	Sega Tetris •	Sega
86	The Seven Secret Mansions •	Koei
87	SNK vs. Capcom	Capcom
88	Spawn: In the Demon's Hand	Capcom

- 89 Street Fighter III: 3rd Strike Capcom
 90 The Typing of the Dead • Sega
 91 Virtua Cop 2 • Sega
 92 Virtual On: Oratorio Tangram • Activision
 93 Worldwide Soccer Sega

GAME BOY COLOR JUNE

- 1 Alice In Wonderland Nintendo
 2 Austin Powers Rockstar
 3 Crystalis Nintendo
 4 Doug Quailman to the Rescue Mattel
 5 Frisbee Golf Vatical
 6 Jimmy White's Cueball Vatical
 7 Kiss: Psycho Circus Rockstar
 8 Looney Tunes: 2000-1 Tunes Infogrames
 9 Looney Tunes Collector Alert Infogrames
 10 Lord Baniff's Deceit Vatical
 11 Men in Black 2 Electro Source
 12 Micro Machines V3 THQ
 13 MTV Sports: Freestyle BMX THQ
 14 Pocket Racers Interplay
 15 Re-volt Acclaim
 16 The Road to El Dorado Ubi Soft
 17 Space Battle Konami
 18 Test Drive Cycles Infogrames
 19 Test Drive Le Mans Infogrames
 20 TOCA Tour Racing Southpeak
 21 Tom & Jerry Mattel
 22 Toonsylvania Ubi Soft
 23 Tyrannosaurus Tex Eidos
 24 Walt Disney World Quest Magical Racing Tour Eidos

JULY

- 25 Barbie Fashion Pack Mattel
 26 Carnivale Vatical
 27 Dark Angel Anna's Quest Metro3D
 28 MTV Sports: Skateboarding THQ
 29 Sydney 2000 Eidos
 30 Xena: Warrior Princess Titus
 31 X-Men: Mutant Academy Activision

AUGUST

- 32 AMF Bowling Vatical
 33 Donkey Kong Country • Nintendo
 34 Dragon Tales Mattel
 35 ECW: Anarchy Ruiz Acclaim
 36 Jack Nicklaus Golf Vatical
 37 Rocky Mountain Hunter GT
 38 Seadoo Hydrocross Vatical

- 39 Turok 3: Oblivion Acclaim

SEPTEMBER

- 40 Animorphs Ubi Soft
 41 Blue's Clues Mattel
 42 Bowling Vatical
 43 F-1 World Championship '99 Ubi Soft
 44 Hercules: The Legendary Journeys Titus
 45 Inspector Gadget Ubi Soft
 46 Mission Bravo Mattel
 47 Pokémon Gold • Nintendo
 48 Pokémon Silver • Nintendo
 49 Racin' Rats Mattel
 50 Rambler Mattel
 51 San Francisco Rush Midway
 52 VR Powerboat Vatical

3rd QUARTER 2000

- 53 Legend of Zelda: The Tale of Wisdom Nintendo
 54 Legend of Zelda: The Tale of Courage Nintendo
 55 Little Mermaid 2 Nintendo
 56 Pokémon Attack Nintendo
 57 Power Rangers Lightspeed Rescue THQ
 58 Rugrats in Paris: The Movie THQ
 59 Scooby Doo THQ
 60 Wacky Races Infogrames

OCTOBER

- 61 Aladdin Ubi Soft
 62 Batman Racing Ubi Soft
 63 Barbie's Magic Genie Mattel
 64 Barbie Pet Rescue Mattel
 65 Brunswick Pro Pool THQ
 66 Donald Duck Ubi Soft
 67 Dukes of Hazzard Southpeak
 68 Jungle Book Ubi Soft
 69 Rocketts Sleep Over Mattel
 70 V.I.P. Ubi Soft
 71 Wicked Surfing Interplay

4th QUARTER 2000

- 72 Legend of Zelda: The Mysterious Acom Nintendo
 73 Perfect Dark Nintendo

POSSIBLE IN 2000

- 74 Card Heroes • Nintendo
 75 Cruis'n Exotica Midway
 76 Dino Crisis Capcom
 77 Hunter X Hunter Konami
 78 Mr. Driller Namco
 79 Olympics 2000 Konami
 80 Star Ocean: Blue Sphere T.B.A.

NEOGEO POCKET COLOR 2nd QUARTER 2000

- 1 Dynamite Sluggers SNK
 2 Ikari the Return SNK
 3 Last Blade • SNK
 4 Magician Lord • SNK
 5 Metal Slug: Second Mission • SNK
 6 Puzzle Link 2 SNK

POSSIBLE IN 2000

- 7 Cool Boarders Pocket SNK
 8 Cool Cool Jam SNK
 9 Evolution SNK
 10 Mega Man SNK
 11 Ogre Battle SNK
 12 Cotton • SNK

ARCADE 2nd QUARTER 2000

- 1 18 Wheeler American Pro Trucker • Sega
 2 Final Fight Revenge • Capcom
 3 Gauntlet: Dark Legacy Atari
 4 Jojo's Venture: Legacy of Future Capcom
 5 Keyboardmania • Konami
 6 Marvel vs. Capcom 2: New Age of Heroes • Capcom
 7 Metal Slug 3 • SNK
 8 Outrigger • Sega
 9 Point Blank 3 • Namco
 10 Power Stone 2 • Capcom
 11 Skins Game Midway
 12 Strider 2 • Capcom

3rd QUARTER 2000

- 13 Dance Mania X Konami
 14 Guilty Gear X Arc System Works
 15 Gun Spike Namco
 16 NASCAR Rubbin' Racing • Sega
 17 Sega Marine Fishing Sega
 18 Slash Out Sega
 19 Star Wars Episode 1 Racer Sega

POSSIBLE IN 2000

- 20 Aqua Rush • Namco
 21 Fire Channel Mars TV Sega
 22 Mars Matrix • Capcom
 23 Punchmania • Konami
 24 Rival Schools 2 • Capcom
 25 Sega Tetris • Sega
 26 Sniper 13 • Namco
 27 SNK vs. Capcom Capcom
 28 Virtua NBA Sega



A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C and press the R button. Now point the analog joystick to the Right and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C, Left, C, Down, C, Right, C, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C, C, C, C, C, C, C, C, C, C. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already gained access to Mao Mao if you continued more than three times in the Tokyo stage.

Secret Character: Spanky

To access another secret character, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during daytime.
- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
- 4) If you clear the "Air Landing" and "Shuttle

Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.

5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.

6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

ALL-STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

B CHBLKTPTY—Big baseball
FLYAWAY—Players fly back into the dugout when they're out

MYEYES—Sherbet stadium
TOMTHUMB—Tiny players
WLDWLDWT—Baseball leaves a smoking trail

WTOTL—Dark stadium

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes to get different effects:

• Big baseball—At the pause menu, hold Z and press C, A, C, C, C, B, A, C, C, C

• Baseball leaves a smoking trail—At the pause menu, hold Z and press B, C, C, C, C, C, C, B, A, C, C, C

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Ball trail mode—WLDWLDWT

Big ball mode—B CHBLKTPTY

Dark stadium—WTOTL

Foggy stadium—MYEYES

Tiny players—TOMTHUMB

Players fly back to the dugout when they're out—FLYAWAY

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—GODLY

All weapons—LOADED

Unlimited ammo—SORTED

Fast run—SONIC

Pen and ink mode—SKETCHY

All missions—SKIPPY

Female Trooper (Multiplayer only)—GODDESS

All above cheats—GOLDENPIE

Hive Guard Bug (Multiplayer only)—LEGGY

Volcano Guard Bug (Multiplayer only)—RUBBER

Egypt Worker Bug (Multiplayer only)—CLAW

Hive Worker Bug (Multiplayer only)—UGLY

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLVSRM—Max. Ammo

NSRLS—All weapons

DRVLLVSM—Mini mode

THDTST—Display programmers' debug info on screen

PLSTRLVSVG—Play as Plastro

GRNGRLRX—Play as Vikki

TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGHTR

Bathroom—TDBWL

Riff Mission—MSTRMN

Forest—TLTR

Hoover Mission—SCRDC

Thick Mission—STPDMN

Snow Mission—BLZDRK

Shrap Mission—SRFPNK

Fort Plastro—GNRLMN

Scorch Mission—HTTTR

Showdown—ZBTR

Sandbox—HTKTNT

Kitchen—PTSPNS

Living Room—HXMSTR

The Way Home—VRCLN

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plp some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

• Enter "CHEATLOTSOFEGGSWITHMANYBANJOS" to earn infinite lives.

• Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight homecom pieces.

• Enter "CHEATDONTBEADUMBOGOSEUMUMBO" to earn infinite Mumbo Tokens.

• Enter "CHEATNOWYOU CANFLYHIGHTHESKY" to earn infinite red feathers.

• Enter "CHEATAGOLDENLOWTOPROTECTBANJO" to earn infinite gold feathers.

• Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater.

• Enter "CHEATBANJO BEGSFORPLENTYOFEGGS" to earn infinite eggs. For each code, you will hear a "Mool" sound when you enter the first five letters; if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "BOTTLESBONUSONE" to give Banjo a big head.

• Enter "BOTTLESBONUSTWO" to give Banjo big hands and feet.

• Enter "BOTTLESBONUSTHREE" to make Kazooie big.

• Enter "BOTTLESBONUSFOUR" to make Banjo tall and thin.

• Enter "BOTTLESBONUSFIVE" to get a tall, thin Banjo with big hands and feet.

• Enter "BIGBOTTLESBONUS" to activate all of the above codes at once.

• Enter "WISHY WASHYBANJO" to change Banjo into a washing machine.

• Enter "NOBONUS" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLLAKES—All lakes available

ALDCASH—Extra money

ALLDFISH—Extra fish in live well

BAGDSNAGS—No snags while fishing

HEADADIGA—Fisherman has a big head

HYPERBOAT—Faster boat

WHATABOAT—Slower boat

RUBADUBUB—Boat becomes a bathtub

IWINWIN—Win tournament

NOPEALTS—No penalty for changing lures during tournament

SUPERSTRING—Unbreakable line

HAPPYFISH—More active fish

MONDOFISH—Bigger fish

FISHMAN—All fish have Al Lindner's head

WHEREDEFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed

SUPERLURE—Adds the "Super Lure" to your inventory

SILLYSOUND—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRVV—Invincibility

CRSTLCR—Invisibility

LTSFBLTS—Unlimited ammo

LVFRVR—Unlimited lives

PLVRZM—All weapons

FRGZ—Giant frogs randomly roam the streets

TDZ—Queen Lords are replaced by toads

WMNRSMT—Unlock Storm Ravens gang

LTSLSGNGS—Select any gang in Campaign mode

CDPLT—Run Story (allows you to view the entire story of the game)

CJSKPFLGMH—Level code (play on State Street in Chicago, IL)

CNCHTRTM—"Trippy mode"

HVRL—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—RCKTSRDGLR

Invulnerability—HPPYHPPY

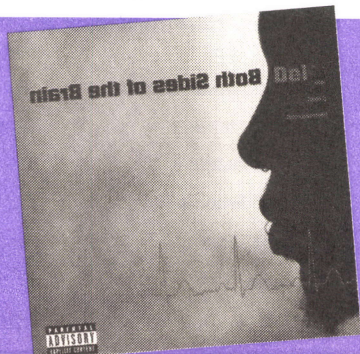
Custom Gang Unlocked—TRDDYBRKS

Brandon Gang Unlocked—NKNHCKS

Both Sides of the Brain Del the Funky Homosapien

By the early 90's, the once-cool concept of West Coast vs. East Coast gangsta rap posturing reached new heights of ridiculousness, leaving the door open for someone to change rap's message from one of outright violence or feudalism to one of positive funk flows. Paving the way for future feel-good rappers that still managed to keep it real like Outkast, Goodie Mob, Jay-Z or the No Limit crew, Oakland's Hieroglyphics rose to national attention in '92 with the release of the debut CD of their most high-profile member, Del the Funky Homosapien. *I Wish My Brother George Was Here*, featuring the hit single "Misdobalina", established a return to funky production for hip hop and put the Oakland MC crew on the map.

T&T Tunes



Tips & Tricks reader (so we hear)
Del the Funky Homosapien



Secret Level Unlocked—W R D R B
Level Select—8 0 D Y S

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!". Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race; the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—A, C, C, C, C, Left
Restore health—Down, Up, Right, A, B, Left, C

All artifacts—Up, C, C, Z, Up, Left
Dancing Adam—Down, Up, C, Down, C, C

Bad Adam—C, C, A, C, C, Left
Tall Adam—B, A, C, A, C, A

Short Adam—Down, C, A, Right, Z
Kill Adam—B, Left, C, C, Down

Blouse cheat—Z, C, C, B, Left, C
Access all weapons—A, Right, C, C, C, A, Left

More powerful weapons—C, C, Up, Z, Z, Left, C

Surreal Mode—C, Up, Right, Right, C, A, Left
Change Nearest Harvester into Mutant—C, Up, Z, Z, C, Right

Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

CLAY FIGHTER 63 1/2

Secret Options

At the character-select screen, hold the L button and press C, C, C, C, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

Secret Characters

Each of the following codes can be entered at the character-select screen:

• Doctor Kiln—Hold the L button and press B, C, C, C, C, A

• Sumo Santa—Hold the L button and press A, C, C, C, C, B

• Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the R button to reveal the character you unlocked. With more than one of

these codes in place, just keep pressing R at the "?" box to cycle through the secret characters:

• Earthworm Jim—Hold the L button and press B, C, C, C, C, C, C

• Sumo Santa—Hold the L button and press A, C, C, A, C, C, C

• Boogerman—Hold the L button and press B, B, C, C, C, C, C

• High Five—Hold the L button and press C, C, C, C, C, B, A

Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, C, C, C, C, C, B, A, C. The computer will take over your character, so just sit back and watch him or her fight.

Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, C, C, C, C. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C and C buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

COMMAND & CONQUER

Select Any Mission

At the title screen, press B, A, R, R, A, C, C, Up, Down, A. Quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Ligtiger—P r o d i g y

Unlock Marvin the alien—U f o

Unlock Kimmi—R a p p e r

Unlock Starr—R e t r o

Unlock Volcano course—S t h e l e n s

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C, R, Right, Down, B, B, C to warp to a one-player Demitron vs. Demitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—L, R, C, C, C, C, C

Demitron—A, B, R, L, C, C, C

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C, R, Right, Down, R, R, C

Demonica's Ending—Up, C, R, Right, Down, R, R, C

Demitron's Ending—Up, C, R, Right, Down, L, L, C

Eve's Ending—Up, C, R, Right, Down, R, R, C

Gore's Ending—Up, C, R, Right, Down, R, R, C

Morphix's Ending—Up, C, R, Right, Down, R, R, B

Niiki's Ending—Up, C, R, Right, Down, R, R, A

Scarlet's Ending—Up, C, R, Right, Down, L, L, C

Sonork's Ending—Up, C, R, Right, Down, L, L, C

Zennuron's Ending—Up, C, R, Right, Down, L, L, C

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—Up, Up, Down, Down, Left, Right, Left, Right, B, A

Reiji—A, B, Right, Left, Right, Left, Down, Down, Up, Up

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBASAWAY—All balloons are red (missiles)

Del's record paved the way for two Souls of Mischievous records and a Casual record as well as his 1994 sophomore effort, *No Need For Alarm*.

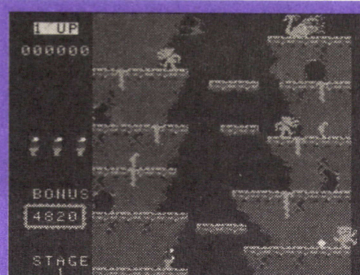
The last five years yielded an evolution of hip hop that strayed from the impressive funk, flow and interchange of the Hiero crew. With the exception of the collective's first release featuring every member, 98's brilliant *3rd Eye Vision*, Del has remained relatively static. His commanding presence helped make that record, however, as he deftly wove rhymes of hood metaphors and lifestyle jokes. (And his growing obsession with video games was evidenced in lines like "I'll shock you like Rayden.")

After his absence from the limelight, Del returns to the scene with a long-awaited solo effort entitled *Both Sides of the Brain*. More partial to old-school beats,

funky '80s-style patches and outright weird loops than the jazz-hop sound of Hiero or Souls, Del strides back in style. The LP is a true solo effort, featuring very little in the way of collaborative efforts or guest appearances. Hiero members A-Plus, Casual and Domino produce one track apiece and producer Prince Paul (De La Soul) has a track that could have easily been an outtake from the sessions that resulted in his recent album, *Handsome Boy Modeling School*, in which Del raps on two cuts.

Of particular note to T&T readers should be "Proto Culture," a cut that portrays Del's inside track to the home console world. "Let me tell you 'bout the Proto culture," raps Del and guest rapper Khaos Unique, "we get the kind of games you can't rent at Blockbuster."

—Mike Daly



In "Proto Culture," Del gives props to Konami's *Roc 'N Rope* for ColecoVision!



TOXICOFFENDER—All balloons are green (drop items)
ROCKFALL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rain-bow (magnets)
FREEFALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

7 T J L B D F V B F G V J V V B

With this password in place, press **START** to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left**, **Left**, **L**, **Right**, **Right**, **Left**, **Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- **Invincibility On/Off**—Press the **B** button seven times, then press **Left**
- **Monsters On/Off**—Press **L**, **C**, **Left**, **R**, **C**, **Right**, **Left**, **Left**
- **All Items On/Off**—Press **R**, **C**, **Right**, **L**, **C**, **Left**, **C**, **Right**
- **Level Select**—Press **L**, **L**, **L**, **C**, **Right**, **Left**, **Left**, **C**

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

- First Person Mode**—**Down**, **Down**, **A**, **Z**, **Left**, **A**
- Action Nukem Mode**—**Down**, **Down**, **A**, **Z**, **Left**, **A**
- Infinite Freezer Ammo**—**Down**, **Up**, **A**, **L**, **R**, **Z**
- Extra Multiplayer Characters Group 1**—**A**, **L**, **R**, **Left**, **B**, **Down**, **Up**
- Extra Multiplayer Characters Group 2**—**B**, **A**, **A**, **R**, **L**
- Extra Multiplayer Characters Group 3**—**L**, **L**, **Up**, **Down**, **R**, **B**, **A**
- Extra Multiplayer Characters Group 4**—**B**, **B**, **R**, **Left**, **A**
- Extra Multiplayer Characters Group 5**—**Right**, **B**, **Left**, **L**, **A**, **Z**
- Extra Multiplayer Characters Group 6**—**Up**, **Down**, **B**, **A**, **A**, **Left**

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire

course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

XTEAM—Enter this name, then press **R** again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"Tron" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPYEE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A**

twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

• Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

• Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

• Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

• Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

• Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

• Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L**, **Z**, **R**, **C**, **C**, **C**, **C**, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L** + **R** + **C** + **C**; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP 98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

• **Small Players**—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".

• **Ghost Players**—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".

• **Invisible Players**—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".

• **Players Fall Down Randomly**—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

• **Invisible Stadium**—Choose any team and change any player's name to "CATCH22".

• **Invisible Walls**—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.

• **Black Line Mode**—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".

• **Upside-Down Screen**—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".

• **Access Road to World Cup, Round 2**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.

• **Unlimited Player Attribute Points**—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into neg-

ative numbers.

• **Watch Victory Animations**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press **C** + **C** + **Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *For-saken* 64 title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

• **Turbo Crazy Mode**—**B**, **B**, **R**, **Up**, **Left**, **Down**, **C**, **C**

• **Psychic Mode**—**A**, **R**, **Left**, **Right**, **Down**, **C**, **C**, **C**

• **Wireframe Mode**—**L**, **L**, **R**, **Z**, **Left**, **Right**, **C**, **C**

• **Gore Mode**—**Z**, **Down**, **C**, **C**, **C**, **C**, **C**, **C**

• **Stealth Mode**—**Up**, **Up**, **Up**, **Up**, **Right**, **Down**, **C**, **C**

• **Infinite Primary Weapon**—**A**, **R**, **Z**, **Right**, **C**, **C**, **C**, **C**

• **Infinite Secondary Weapon**—**B**, **B**, **Z**, **Left**, **Left**, **C**, **C**, **C**

• **Infinite Weapon Energy**—**L**, **Z**, **Left**, **Right**, **Down**, **Down**, **C**, **C**

• **Infinite Titans**—**A**, **B**, **L**, **Up**, **Up**, **C**, **C**, **C**

• **Infinite Solaris**—**B**, **L**, **Z**, **Up**, **Down**, **C**, **C**

• **Kill Enemies with One Shot**—**B**, **B**, **L**, **R**, **Left**, **Down**, **Down**

• **Freeze Enemies**—**R**, **Z**, **Right**, **Right**, **C**, **C**, **C**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

N O G G I N—Big head mode

G H O S T—Ghost mode

Z - W O O D - Z—Axis basketball court

T E A M - Z—Z-Axis team

N O F A N S—Dark background, improved frame rate

T R A I L S—"Trippy" ball effect

B U Z Z—No shot clock

T H I R T Y—60-second game

H O M I E—Home team is favored

M O N K E Y—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

Level select—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Open portals—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Open levels—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Locate Garibs—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Call ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Checkpoints—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Infinite lives—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Powerball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Control ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Infinite energy—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Enemy ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Low gravity—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Big ball—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Fisheye—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Camera rotate R—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Camera rotate L—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

Mad Garibs—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

[illegible]

Play as War Mech and Ichiro
When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick; you'll hear a signal to confirm the code. Now *Gar the War Mech* and *Ichiro* will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor
Enter the following code at the character-select screen:

- 2) Highlight the Executioner and press **START**.
- 3) Highlight Lord Deimos and press **START**.
- 4) Highlight Xiao Long and press **Quick (A or B in the default control configuration)**.

Bunny Slippers

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press **START**.
- 2) Highlight Dregan and press **START**.
- 3) Highlight Koyasha and press **START**.

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Enter the following code at the character-select screen:

- 1) Highlight Al-Rashid and press **START**.
- 2) Highlight Takeshi and press **START**.
- 3) Highlight Mordos Kull and press **START**.
- 4) Highlight Xiao Long and press **START**.
- 5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

Secret Codes

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:

- D R B E N W A Y—Weird scoring rules
- P I G S K I N S F L Y—100 yard passes
- F I R S T I S 2 0—20 yards to first down
- B E T H E B A L L—Ball Camera
- C H A I N S M O K E R—Players Fatigue Quickly
- M O O N B A L L—Super Jump
- M C 2—Curved space-time
- G U I L L O T I N E—Floating heads
- P A I N F U L—More injuries
- Q U I N T E T H C L U B—The QB is in the club
- P I C K E D O F F—Frequent interceptions
- R O L L E R J A M—Frequent fumbles
- R E F I S B L I N D—Blind referee
- M I C A E N D M E N—David vs. Goliath
- M O J O—All 60s team
- I D E B U R N S—All 70s team
- R E A G A N O M I C S—All 80s team
- T E A M M A D D E N—All-Madden team
- W E A R E T H E G A M E—EA Sports team
- H A R K A T T A C K—Tiburon team
- E T A N U S—Fantasy Team: Junkyard Dogs
- C A R Y C O L W N—Fantasy Team: Clowns
- N T H E F U T U R E—Fantasy Team: Industri-
- O W B O Y S—Fantasy Team: Marshalls
- X M A S G I F—Xmas Rush stadium
- W I N D—Tib. Bro stadium
- L I N D W E S T—Dodge City:Old West stadium
- M A D D E N S T E I N—Maddenstein Stadium
- V E P U T I T T H E R E—Tiburon Stadium
- S I N T H E G A M E—EA Sports stadium

"Endless Tetris" Stats
During a one-player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously; you'll see the opposite side of the screen change from gray blocks to the normal playfield color. As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris.

FEATURING KEN GRIFFEY JR.
Secret Teams
At the main menu—the one with the spinning baseball that says “Exhibition/Season/World Series/HomeRun Derby”—tap all four C buttons simultaneously, as rapidly as you can. You’ll hear a signal to confirm if you’re doing it correctly. Now choose “Exhibition” mode; you’ll find two new teams in the “All-Star” division: Nintendo and Angel Studios.

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

Code Entry Screen
At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

- E Q 5 6 1 G 2—1st Camp, Hyrule Cup
- S V W 6 8 9 0 6—2nd Camp, Hyrule Cup
- X P X W N 9 N 3—This code unlocks unlock a special tournament mode on a secret course that's not available during normal gameplay.

The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by Nintendo Power magazine.

Reverse Tracks
If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts
Race on the Mario Raceway course in Time Trial mode until you get a total time of 30'00" or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

trial mode until you get a total time of 52'00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48'30 if you want to eat him.

Race on the Royal Raceway course in Time Trial mode until you get a total time of 40'00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38'00 if you want to beat her.

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **TART** to pause, then press **A** to bring up the **START** menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars on Toad or Big Boo, then switch back to

Earn Extra Stars + Coins
You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Todd tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

Cheat Codes
Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:
Slow down computer cars—C0, C0, C0, C0, C0, C0, C0, C0
Super speed—C0, C0, C0, C0, C0, C0, C0, C0

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, C0, C0, C0, C0, C0. With the Debug code in place, the following options become available:

- Hold **Z** and move the D-pad to tilt or rotate the camera angle
- Hold **Z** and press **L** or **R** to zoom in or out
- Hold **Z** and press **C** to have the computer control your car
- Hold **Z** and press **X** to end the race with you in first place!

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

Secret Codes
During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:

- Red bats—L, R, L, R, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A
- Activate all options on the Pitch menu—L, R, R, C, A, Z, C, R, L

See the Credits

quickly press R, A, Z, R, CD, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

When the Major League Baseball logo appears right after you turn the game on, quickly press **C**, **R**, **B**, **B**; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

Sound Test
At the title screen—when the words “Press start” are flashing—hold **L + A + C◀ + C▶** and press **START** to access a secret sound test menu.

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C♭, Z, C♭, Z, C♭
- Big Feet Mode—C♭, R, Z, C♭, C♭
- Kids Mode—C♭, C♭, R, L, Z
- Start with Uzi Sub Machine Gun—C♭, C♭, C♭, C♭, R
- Start with Mini Rocket Launcher—R, L, C♭, C♭, C♭
- Start with 9mm High Power Gun—R, L, C♭, C♭, C♭
- Start with 7.65 Silenced Pistol—C♭, L, C♭, C♭, C♭

Passwords
Enter the following password at the "codes" screen from the main menu:
B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "jim's" face
Y R D R—All trucks become lowriders
A 0 4 5 6 4 P 8 M → D F C ↑ C V 3 2 K C—
Access all Expert courses

Cheat Menu
Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C + C) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

tion at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously

bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously.

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "GTTBHR" for infinite lives
- Enter "NXCVSZ" to start with 10 Urns of Vitality in your inventory
- Enter "CRVDT\$" to see the credits from the end of the game

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick,
High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch,
Low Kick, High Kick, Back + High Kick

Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H
Bridge of Immortality—Q F T L W N

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold **A** to warp to the battle with Quan Chi or **B** to fight Shinnok.

When the "story" screens appear during the game's demo mode, quickly press **C0**, **C4**, **A**, **B**, **C0**, **C4**, **C0**. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.



Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick. Down before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C, C, C, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches and more.

MULTI RACING CHAMPIONSHIP

Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Ma-

chine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

NAGANO WINTER OLYMPICS '98

Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, Z, Z
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, L, R
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C, C, C, C, Z, Z, Z, L, Z, Z
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C, C, C, C, C, C, C, C, C, L, R

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then, press A + C at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Room Codes

At the main menu, press C and C simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.

- Big Heads (Away team only)—C, C, C, C, C, C, A
- Big Heads (Home team only)—C, C, C, C, A
- Big Heads (Both teams)—C, C, C, C, C, C, C, A
- Long Necks (Both teams)—C, C, C, C, C, C, C, A
- Small Players (Away team only)—C, C, C, A
- Small Players (Home team only)—C, C, C, A
- Small Players (Both teams)—C, C, C, C, A

Secret Player Codes

At the "Team Select" screen, press C seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C the seventh time. Then, press C the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing Z and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press C seven times, C three times, Z, C seven times, C ten times.

- Kobe Bryant—3
- Ken Griffey Jr.—4, 19
- Random NBA Player—5
- Minoru Arakawa—10
- Tim Bechtel—11
- Steve Bolender—12
- John Brandwood—13
- David Bridgman—14
- Scott Bush—15
- Marc Doyal—16
- Mike Fukuda—17
- Jeff Godfrey—18
- Roger Harrison—20
- Chick Hearn—21

- Robert Hemphill—22
- Jim Holdeman—23
- Mike Knauer—24
- Kevin Kraus—25
- Chris Lamb—26
- Mike Lamb—27
- Stu Lantz—28
- Howard Lincoln—29
- Ken Lobb—30
- James Maxwell—31
- Umrao Mayer—32
- Annie Myers—33
- Dan Owen—34
- Colin Palmer—35
- Tom Prata—36
- Ed Ridgeway—37
- Henry Sterchi—38
- Noah Stein—39
- Faran Thomson—40
- Gail Tilden—41
- Russell Truelove—42
- Erich Waas—43
- Phil Watts—44
- Arnold Williams—45

NBA JAM 99

Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

- Large players—L, L, C, L, L, C, L, L, C, Z
- Tiny players—L, C, L, L, C, L, L, C, Z
- Enable full-court dunks—L, C, L, L, C, L, L, C, Z
- Guarantee next shot—L, L, C, L, L, C, L, L, C, Z
- Super push—L, L, Up, L, L, Up, L, L, Up, Z
- Tie scores—L, L, Down, L, L, Down, L, L, Down, Z
- Team on fire—L, L, Right, L, L, Right, L, L, Right, Z
- Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

- BEAR—1228
- BENNY—0503
- BOOMER—0604
- CRUNCH—0503
- GORILA—0314
- HAWK—0322
- HORNET—1105
- RAPTOR—1020
- ROCKY—0201
- SASQUA—7785
- SLY—6765
- TURBO—1111
- BIGGY—0958
- CRISPY—2084
- HORSE—1966
- JACKO—1031
- KERRI—0220
- KERRI—1111
- LIA—0712
- LIA—1111
- NIKKO—6666
- OLDMAN—2001
- PINTO—1966
- RETRO—1970
- SMALLS—0856
- THEREF—7777
- THEWIZ—1136
- BETHAN—1111
- CMSVID—0000
- DANIEL—0604
- DAVE—1104
- DIMI—0619
- E GEER—1105
- ELOFF—2181
- GATSON—1111
- GENTIL—1228
- GRINCH—0222
- GUIDO—6765
- JAPPLE—6660
- JASON—3141
- JENIFR—3333
- JENIFR—1111
- JONHEY—8823
- LEX—0014
- LYNCH—3333
- MATT G—1006
- PAULO—0517
- ROOT—6000
- SAL—0201

- STENTR—0269
- STRAT—2112
- TIMCRP—6666
- TIMMYB—3314
- TURMEL—0322
- LIPTAK—0114
- THOMAS—1111
- TIMK—7785
- WIL—0101
- CUTLER—1111
- CHAD—0628

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press Up. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

- Show Shot %—0-0-1-Down
- No Hotspots—2-0-1-Up
- Show Hotspot—1-0-0-Down
- ABA Ball—2-3-2-Right
- Alternate Uniform—4-3-0-Right
- Away Uniform—4-2-0-Right
- Home Uniform—4-1-0-Right
- Midway Uniform—4-0-1-Right
- Team Uniform—4-0-0-Right
- Big Heads—2-0-0-Right
- Tiny Heads—4-4-0-Left
- Tiny Players—3-4-5-Left
- No Replays—3-3-1-Left
- No Tip Off—4-4-4-Up
- Tournament Mode—1-1-1-Down
- Infinite Turbo—4-1-1-Up
- No Player Arrows—3-2-1-Left
- Choose Your Court
- After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
- Left Team's Court—Up + Turbo
- Right Team's Court—Down + Turbo
- Street Court—Left + Turbo
- Island Court—Right + Turbo
- Midway Court—Up + Shoot + Pass
- NBC Court—Down + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A 1 2 E Z 4 U?". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.

Fast Mode

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2 F A S T 4 U?". Note that this will not remain as your name if you enter the code correctly. Now start a game in one-player mode; after a few minutes, you won't be able to keep up with the speed of the falling blocks.

NFL BLITZ 2000

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press Left. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

- Always Receiver—2-2-2-Right
- Always Quarterback—2-2-2-Left
- Big Football—0-5-0-Right
- Big Head—2-0-0-Right
- Display Field Goal %—0-0-1-Down
- Display punt hang-time meter—0-0-1-Right
- Fast Turbo—0-3-2-Left
- Asphalt Field—3-0-1-Up
- Astroturf Field—3-0-3-Up
- Grass Field—3-0-0-Up
- Snow Field—3-0-4-Up
- Hide Receiver Name—1-0-2-Right
- Hyper Blitz—5-5-5-Up



Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-3-0-Right
Team Tiny Players—1-1-1-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the code **Left, Up, C, C, C, C, C, C, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

OFF-ROAD CHALLENGE

Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

- Flagstaff—Hold the L button and press **Left** on the D-pad, then highlight "Mojave," hold the Z button and press **A**.
- El Cajon—Hold the L and R buttons and press **Up** on the D-pad, then highlight "El Paso," hold the Z button and press **A**.
- Guadalupe—Hold the R button and press **Down** on the D-pad, then highlight "Vegas," hold the Z button and press **A**.

PAPERBOY

Secret Codes

Enter the following codes at the "Secret Codes" screen.

Hitting turbo gives Super-jump—**A L L J U M P**
Hitting turbo give s Turbo—**G O F A S T**
Throw papers backward—**B A C K W A R D**
Throw papers straight ahead—**F R O N T S**
Throw papers at random angles—**R A N D O M**
Throw papers at 90° angles—**S I D E S**
Jumbled sounds—**J U M B L E**
View all newspaper headlines when you start training mode—**H E A D L I N E**
Unlimited health—**I N V I N C**
Unlimited papers—**N O B U N D L E**
Tiny paperboy—**L I T T L E**
Near-sighted paperboy—**M A G O O**
Unlock all levels—**O B V I O U S**
Speed up the game—**R U S H**
Slow down the game—**W A K I N G**
Moon gravity (jump higher)—**M O O N**
All non-animated objects scream—**S C R E A M**
Silly collision sounds—**T H U N K**
Huge newspapers—**S U N D A Y**
Time clock is ignored—**U N T I M E D**

PILOTWINGS 64

Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

QUAKE

Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ

QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes

Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:

S3TC 00LC 0L0R 5???—Changes the background colors
S3T1 NF1N 1T3S H0T5—Infinite ammo
S3TL 0WGR V1TY ???—Low gravity

RAMPAGE WORLD TOUR

Stage Select

At the main menu or character-select screen, hold the L button and all four C buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the A button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George
S 4 V R S—Unlock Lizzie
L V P V S—Unlock Ralph
N O T 3 T—Unlock Myukus
B 1 G 4 L—Unlock Purple Myukus
S R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu
Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

RE-VOLT

Unlock All Cars & Tracks

At any time during a game, press **B, A, Z, B, L, A, C**. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.

B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)

Change Costume Colors
At the boxer selection screen, press **C** + **C** simultaneously to change the currently selected boxer's colors.

Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding **C** and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

C + **Up**—Irish accent
C + **Left**—New York accent
C + **Right**—African-American accent
C + **Down**—Hispanic accent

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—**Down, Down, Down, Down, Left, Left, Left, L, R, R, L, C**
Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, R, C**

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:

Unlock All levels and fast bikes—**C, C, C, C, L, R, C, Z**
Unlock Scooter level—**C, C, C, X, X, L, C**
Unlock Cop Mode—**Z, C, C, Z, L, R, C**

ROADSTERS TROPHY

Secret Codes

At the Driver Select screen, press **Z** to rename your character to any of the names below. Note the upper and lower case characters and spaces. You'll hear someone say "Congratulations!" after entering a correct code.

Anyways—Race circuits in any direction.
Gimme ALL—Unlock all cars and circuits.
fastBUCKS—Start with \$250,000.
EasyMoney—Start with \$1,000,000.
Trophies—Start with Division 2 and 3 trophies. (Note the space before the "T")
Smurfing—All voices become high-pitched.
BigWheels—Cars have huge wheels.
Skywalker—Cars have lens flares instead of wheels.
Car Radio—Cars become tiny.
Chopper—Different camera angle.
Extra rez—High resolution setting becomes unlocked in the Options menu.

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press **Up, Up, Down, Down, Left, Right, Left, Right, C, C, C, C**.
- Level Select—Press **Down, Up, C, Down, C, C, Down, C**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- "Game Boy Mode"—Press **Up, Down, Right, C, Down, Up, Left, C, Up, Down**.
- Demo Mode—Press **Left, Right, Up, Down, C, C, C, Left, Right, Up, Down, C, C, C, C**.

Instant Power-Ups
At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—**Down, Left, C, C**
Two-Way Weapon—**Up, C, Up, C**
Three-Way Weapon—**Right, Right, C, C**
Four-Way Weapon—**Down, Down, Up, C**
Radiation Spray—**Up, Down, C, C**
Speed Up—**Left, Right, Right, C**
Flamethrower Weapon—**Down, Right, Down, Right, C**

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C, C, L, R, Z**, then **Left** on the D-pad, **C** on the analog joystick, **B**, **Right** on the D-pad, **C, START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press **Z, B, C**, **Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Alternate Introductions

When the DMA logo appears at the beginning of the game, hold the A button to change the logo animation to a slightly different sequence. Hold the B button instead for a longer logo scene.

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**
Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C, Z, Down**
Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C, Z, Down**
Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**
Unlock "Big Celebration Parade"—**Up, Down, L, Z, Down, Right, Z, Down**
Unlock secret shoot-'em-up level—**Down, Up, Z, L, Down, Left, Z, Down**

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the Z button and pressing L to select each letter. Note that this procedure is not the same as choosing letters with the A button; if you hold Z and select letters with L, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold Z as you highlight "END" and press L; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release Z and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press A to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z** + **Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme
Using the procedure described above under "Cheat Menu," enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the Z and L buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:



Green Nose—Weak Punch, Weak Punch, Jump



3D LEMMINGS

Stage Select

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords: SPACEAAA—Space movie
EGYPTAAA—Egyptian movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence
When you highlight "End" and press X, the scene you selected will appear.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press Right or Left to access the "codes" option. Now you can enter any of the following codes to access special features:
t r i x y—Unlock all courses in Freestyle mode
v o u y e u—Unlock all courses in Exhibition mode
a s t r o m e n—Unlock three alien characters
w h i t e l i n e—Unlock white car
r e d l i n e—Unlock red car
b l u e l i n e—Unlock blue car
l u g n u t—Unlock Lug Nut (like Frankenstein)
d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)
t p—Unlock TP (mummy)

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press Δ , \square , \times , \square . Two small numbers will appear on the left side of the screen. Press START to unpause, then hold L1 and press SELECT repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.
Stage Warp
With the numbers on the screen as described above, hold L1 and press \square to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold L1 and press \square again.

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold L2 or R2 and press Left, Up, Δ , Right, \square , Left, Δ , Up, Down, Right, Right. This gives you access to the level select menu.

Invincibility

Pause the game, then hold L2 or R2 and press Right, Right, Left, Δ , \times , Up, \square , Left.
Unlimited Voodoo Spells
After earning a Voodoo Spell, pause the game, then hold L2 or R2 and press Left, Δ , Left, Left, \square , Left, Δ , Right, \square , Up, Up, Down.

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first

secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—R1, R1, R1, Right, Right
Die Mannschaft—R2, R2, R2, Right, Right
England 1966—L1, L1, L1, Right, Right
All Time—L2, L2, L2, Right, Right
Aus Asia Stars—R1, Up, Up, Right, Right
Africa Stars—R2, Up, Up, Right, Right
Oranje—L1, Up, Up, Right, Right
Azzuri—L2, Up, Up, Right, Right

APOCALYPSE

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes:
Invincibility—Hold L1, press Down, Up, Left, Left, Δ , Up, Right, Down
All Weapons—Hold L1, press \square , \square , Up, Down, \times , \square
Infinite Lives—Hold L1, press Δ , \square , \square , \square
Restore Health—Hold L1, press \times , Δ , \square
See Programmers' Debug Info—Hold L1, press Down, Down, Δ
Stage Select—Hold L1, press Δ , Up, \times , Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position

At any time during gameplay, press \square + \times + START. The game will pause. When you press START again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.

First Person Camera View

At any time during gameplay, press Δ + \square + START. The game will pause. When you press START again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

While in the middle of a mission, hold \square + \times and press START to pause the game. Press START again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.

1st Person View

While in the middle of a mission, hold Δ + \square and press START to pause the game. Press START again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.

Change Raven's Nest Background

From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold L1 + R1 and press SELECT. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—Up, Down, Up, Down, Up, Down, Up, Down
Unlock bonus ending cinematic— \square , Down, \times , Down, Right, Right, Up, Up
Mission 2— \times , Down, Left, Left, \square , \square , \square , Right
Mission 4—Down, Down, \square , \square , Left, Right, \square , \times

Mission 5—Right, Right, \times , \square , Down, Up, Down, Up
Mission 7— \square , \square , \times , \square , Δ , Left, Up, Right
Mission 8—Right, Down, Left, Up, Δ , Down, Up, Down

Mission 9— \square , \square , Right, Up, Right, Up, \times , \times
Mission 10— \times , \square , Down, Down, Down, Down, \times , Left, Right
Mission 11— Δ , Up, \square , Down, \square , Left, \times , Right
Mission 12—Up, Up, Δ , Left, Left, \square , \square
Mission 14 (2-player)—Left, Down, Left, Down, \square , \square , \square
Mission 15— \square , Right, Left, \square , \square , Up, Down, \square
Mission 16—Down, Up, Down, Up, Δ , \square , Δ , \square

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excilbur Ship—Hold SELECT and press Δ , \square , \square , \square , \square
Stage Select/Invincibility—Hold SELECT and press \square , Δ , \square , Δ , \square , \square (With this code in place, start the game, then hold SELECT and press START to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press L1 to warp there.)

Unlock "Classic Asteroids" Game—Hold SELECT and press \square , \square , \square , \square , \square , \square
"Classic Asteroids" Codes

While playing "Classic Asteroids", press START to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—Up, Down, Left, Right, \square , \square , \times , Δ
99 Lives—Up, \times , Down, Δ , Left, \square , Right, \square
Invincibility—Down, Down, Up, Up, \square , \square , Δ , Δ

BALLBLAZER CHAMPIONS

Special Passwords

Choose "Load/Save" from the Options menu, then select "Enter Password" and input one of the following passwords:

* Shrink the Rotofoil
 $\times \square \times \square \times \square$
 $\times \square \times \square \times \square$
 $\times \square \times \square \times \square$
 $\square \times \square \square \square \square$
* Upside-down playfield
 $\square \square \square \square \square \square$
 $\square \times \square \square \square \square$
 $\times \square \Delta \times \square \square$
 $\times \square \times \square \times \square$
 $\times \square \times \square \times \square$
* Must score in your own goal to win
 $\times \square \times \square \times \square$
 $\square \times \square \square \square \square$
 $\times \square \times \square \square \square$
 $\square \times \square \square \square \square$
 $\times \square \times \square \square \square$
* Play as the Master Blazer, Xarta
 $\square \square \square \square \square \square$
 $\square \times \square \square \square \square$
 $\square \times \square \square \square \square$
 $\square \times \square \square \square \square$
 $\square \times \square \square \square \square$
 $\square \times \square \square \square \square$
* Play "Classic Ballblazer"
 $\square \square \square \square \times \square$
 $\square \square \square \square \times \square$
 $\square \square \square \square \times \square$
 $\square \square \square \square \times \square$
 $\square \square \square \square \times \square$
 $\square \square \square \square \times \square$

BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, Δ , \times , \square , START. Now your character's weapon

will be more powerful than the standard weapon.

Stage Skip

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, Δ , \times , \square , Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLAST RADIUS

Secret Levels

At the main menu, press L1, Left, L2, Down, SELECT, Left, Down, R2, R2, SELECT, Up. You will hear a sound if done correctly. Enter the game and you will immediately have access to four secret levels. Note that this code cannot be used at the same time as any of the following three codes.

Programmer Backgrounds

At the main menu press Down, Up, L1, Right, L1, Up, Right, SELECT, Right, R2, L1, L2. You will hear a sound if done correctly. Now you can see the programmers' faces floating in space (if you have not already entered the Secret Levels code; see note above).

Powered Up Ships and Sector 5

At the main menu press Right, L1, Up, Up, Down, Right, R2, R2, L2, Down, Up, Down. Select any ship, start the game, then quit out of the game. Now all ships will be powered up and Sector 5 will be available (if you have not already entered the Secret Levels code; see note above).

Wrath Ship and Sector 8

At the main menu press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up. This code may not work if you have already entered the Secret Levels code (see note above).

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold L2 + R1 and press \times , \square , R2, L1, \square , \times , \square , \square . You'll then be able to enter any stage.

BUST-A-MOVE 4

Secret Codes

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

HARD CORE

ARMORED CORE DESIGN

BY PAT REYNOLDS



This is our first installment of *Hard Core*, a new feature in *Tips & Tricks* where we'll be showcasing some of the best custom Core designs created by you, our readers, in Agatec's *Armored Core* series of games for the PlayStation. If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
B484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*! Let's get on to this month's batch of Core designs!



Access All Characters—Right, Right, Δ , Left, Left

This code unlocks all of the hidden characters—Monsta, Woolen, Maïta, Packy, Dreg and Madam Luna—if you haven't already earned them.

• Tarot Reading—Up, Δ , Down, Δ , Up
This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode— Δ , Left, Right, Left, Δ
This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• "Talk Demo" Mode— \square , Up, Left, Down, Right, Up, \square , Down, Left, Up, Right, Down, \square
Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

BUST-A-MOVE '99

Extra Worlds

At the title screen, quickly press \square , Left, Right, \square . A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CENTPEDE

Unlock All Stages

Choose "Adventure" from the main menu. When the stage select screen appears, press R1, R2, R1; now you can choose any stage.

Extra Lives

Start a game in Adventure mode, then press START to pause. At the pause screen, press L1, L1, L2, L1; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing Right on the D-pad at the "Paused" screen.

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Secret Codes

From the main menu, select "Championship," then press X twice to reach the "Name Entry" screen. Enter any of the passwords below at this screen. Note the spaces between words. Unlock all classes—ALL EVENTS

Unlock all tracks in Single Race mode—DIRT TRACKS

Big head—GROSSE TETE

Unlock Fox Movie in "Extras" screen—LIVE ACTION

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press START to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press L1 + L2 simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press L2 + R2 + X + Down simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COMMAND & CONQUER

Japanese Mode

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

Power-Up Codes

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you

will have access to the feature you requested as follows:

Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, \square , Δ
Air Strike—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, \square , \square , \square
Extra \$5,000—Right, Down, Down, Left, L1, Left, Right, Down, Left
Reveal Entire Map— \square , \square , \square , Up, \square , \square , R1, \square , \square , \square

Access Covert Operations

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

Passwords

GDI Level 5—A S A 7 A N I D

GDI Level 6—O X 3 C 5 D A G

GDI Level 7—Y L X G J X L E 1

GDI Level 8—Y 2 6 4 N Y U E 6

GDI Level 9—N X 7 Q G 3 4 8 E

GDI Level 10—O X B B A I R Y 4

GDI Level 11—B 9 J U O 3 8 5

GDI Level 12—1 4 A K N X O B E

COMMAND & CONQUER: RED ALERT

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (\square) in the default control configuration) at each one. For example, to enter the "Parabombs" code, press Δ to access the sidebar, then highlight the \square symbol, press the \square button, highlight the X symbol, press the \square button, highlight the \square symbol, etc.

- 1,000 Credits— \square , \square , \square , X, Δ , \square
- Atom Bomb— \square , X, \square , \square , \square , \square
- Chronoshift— Δ , \square , \square , \square , X, \square
- Parabomb— \square , X, \square , \square , X, \square
- Reveal Entire Map— \square , \square , \square , X, Δ , \square
- Win Current Level—X, \square , \square , \square , \square , \square

COMMAND & CONQUER: RED ALERT RETALIATION

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (\square) in the default control configuration) at each one. For example, to enter the "Parabombs" code, press Δ to access the sidebar, then highlight the \square symbol, press the \square button, highlight the X symbol, press the \square button, highlight the \square symbol, etc.

- Invulnerability— \square , X, \square , X, Δ , \square
- 1,000 Credits—X, X, \square , \square , \square , \square
- Atom Bomb— \square , X, \square , \square , \square , \square
- Chronoshift— \square , \square , \square , X, Δ , \square
- Parabomb—X, X, \square , \square , \square , \square
- Reveal Entire Map— Δ , X, \square , \square , \square
- Win Current Level— \square , \square , X, \square , \square
- Lose Current Level— \square , X, \square , \square , X, \square
- "Soylent Green mode" (harvest people instead of ore)— \square , X, \square , X, \square , X
- Replace generic "civilians" with real names— \square , \square , \square , \square , \square , \square

CONTENDER

Play as Jackal

Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen,

press \square to switch to the character on your memory card. Next, press \square again. Jackal's face will now appear among the other selectable boxers.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."

Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

COURIER CRISIS

Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the "Password" option. Enter the password "SAVAGEAPES" to play as a big monkey or "XFIYONEX" to play as an alien.

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

Δ Δ Δ X \square Δ Δ
 Δ \square X Δ \square Δ
 Δ \square Δ X X X

CRASH BANDICOOT 2

CORTEX STRIKES BACK

10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spiky creatures. While Crash is hanging, use the \square or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

Bring Back Bosses

If you've already defeated a boss but you want to fight him again just for fun, hold the Δ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures that fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the secret Level 32: Eggpiss Rex.

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold L1 + R1 and press Down, Right, Δ , Down, Left, Δ , Up
Unlock Ripper Roo—Hold L1 + R1 and press Right, \square , \square , Down, Up, Down, Right

Unlock Dr. N. Tropy—Hold L1 + R1 and press Down, Left, Right, Up, Down, Right, Right
Unlock Papu Papu—Hold L1 + R1 and press Left, Δ , Right, Down, Right, \square , Left, Left, Down

Unlock Komodo Joe—Hold L1 + R1 and press Down, \square , Left, Left, Δ , Right, Down
Unlock Pinstripe—Hold L1 + R1 and press Left, Right, Δ , Down, Right, Down

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold L1 + R1 and press Right, Right, Left, Δ , Right, Down, Down

Super Turbo Pads—Hold L1 + R1 and press Δ , Right, Right, \square , Left

Infinite Bombs—Hold L1 + R1 and press Δ , Right, Down, Right, Up, Δ , Left

Infinite Wumpa Fruit—Hold L1 + R1 and press Down, Right, Right, Down, Down

Infinite Masks—Hold L1 + R1 and press Left, Δ , Right, Left, \square , Right

Unlock Scrapbook—Hold L1 + R1 and press Up, Up, Down, Right, Right, Left, Right, Δ , Right

CROC: LEGEND OF THE GOBBOS

Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: L L L D R R L L D R L U R

CROC 2

Cheat Menu

At the title screen, hold L1 and press Δ , Left, Right, \square , Up, Up, Left, \square . You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing L2 + R2 simultaneously.

Infinite Crystals

At the title screen, hold L1 and press \square , \square , \square , Down, Left, Right, Right, Right. You'll hear a sound effect to confirm the code. With this code in place, hold R2 at any time during the game and press \square to add 100 crystals to your total, up to 9,999.

CYBER TIGER

Passwords

To reach the Password screen, press \square at the "Courses" screen.

Unlock Cyber Badlands—H A R E S O

Unlock Cyber Canyons—N A M O P I

Unlock Cyber Sawgrass—S E C A R E

Unlock Cyber Summerlin—P O R A S O

Unlock all courses—P O Q A K I

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

HARD CORE GLACIER



Designed by: Jarrod Clever,
Costa Mesa, CA

PARTS

Head: HD-D-9066

Core: XCL-01

Arms: AN-K1

Legs: LN-D-8000R

Generator: GBG-XR

FCS: TRYX-QUAD

Boosters: B-PT000

Back Weapon L: WC-

ST120 Slug Gun

Back Weapon R: WC-

CN35

Arm Weapon L: LS-

1000W Laser Sword

Arm Weapon R: WG-

XP2000 Pulse Rifle

COLOR SCHEME

Base: Red: 00, Green: 00, Blue: 32

Optional: Red: 60, Green: 60, Blue: 64

Detail: Red: 60, Green: 60, Blue: 64

Joint: Red: 00, Green: 00, Blue: 64

PERFORMANCE

Armor Points: 8587

Weight: 6929

Price: 576,750

GRADE

OK

Jarrod's Core is deemed only "OK" by the in-game rating system, but I found it to be surprisingly usable, even in Versus combat against a friend. Although Glacier won't win any awards for speed, its high AP can stand

up to considerable attack, and the diverse weaponry is good for just about any situation. Got a solid bead on the opponent? Lock on and lay into him with the chain gun. If the enemy is on the move or in the air, the pulse rifle can maintain a steady stream of hits, and the slug gun delivers a powerful blow at a good range.





Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the **SELECT** button and press all three Punch or all three Kick buttons simultaneously.

Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the **SELECT** button and press any button.

DEATHTRAP DUNGEON

Stage Select

At the main menu, press **L1, R1, Δ, Δ, □, O, R1, L1**; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

DEMOLITION RACER

Cheat Codes

At the main menu, press **X, X, □, □, Δ, Δ, O, O**. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DESCENT

Cheat Codes

Each of the following codes can be entered at any time during gameplay—not while the game is paused. Some of the codes can be deactivated by entering the same code again.

Turbo Mode—Press **□, Δ, O, □, O, X, □, X, O, Δ, □, X**

Shield Recharge—Press **Δ, Δ, X, □, Δ, O, Δ, X, □, X, Δ, X**

Infinite Display—Press **□, Δ, O, □, □, X, O, Δ, □, O, X, Δ**

Invincibility—Press **□, Δ, O, □, □, Δ, O, □, Δ, □, X**

Access All Keys—Press **□, X, O, Δ, X, Δ, Δ, X, Δ, X, Δ, X**

Access All Weapons—Press **Δ, □, O, X, Δ, □, X, Δ, □, X, O, □**

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): **Δ, □, □, Δ, O, O, □, □, Δ, O, □, □**. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESCENT MAXIMUM

Cheat Codes

Enter the following codes during gameplay (not while paused):

All Weapons, Energy and Shields—**□, Δ, O, □, Δ, □, X, □, O, Δ, □, X**

All Keys—**□, Δ, X, Δ, O, Δ, X, Δ, X, Δ, □, X**

Invincibility—**Δ, X, Δ, O, X, Δ, □, X, Δ, X, O, Δ**
Cloak—**X, Δ, O, □, O, Δ, □, X, Δ, X, Δ, O**
Full Shields—**Δ, X, O, □, □, X, O, Δ, □, X, O, □**

Go Wingnut—**Δ, □, O, Δ, X, □, Δ, O, □, Δ, X, O**

Turbo—**Δ, □, O, X, □, X, O, □, Δ, O, X, X**

Extra Life—**Δ, X, □, O, Δ, X, □, X, O, X, Δ, O**

Robots Move Fast, but Fire Slow—**Δ, X, □, □, Δ, O, □, X, O, □, Δ, O**

Colors—**Δ, X, O, Δ, □, O, X, Δ, X, Δ, O, X**

More Colors—**□, Δ, O, □, Δ, □, X, Δ, X, Δ, O, X**

All Keys and Open All Levels—**Δ, □, O, X, Δ, □, Δ, X, Δ, □, X, O**

All Accessories—**□, Δ, O, X, X, Δ, □, X, O, □, O, X**

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats

At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.

Skeleton Mode—**O, □, Δ, Δ, □, O**

Pop top mode—**□, □, O, O, R1, R1**

Big head mode—**R1, R1, L1, L1, Δ, Δ**

Electric mode—**□, □, L1, L1, R1, R1**

Invincibility—**Δ, Δ, O, O, L1, L2**

All weapons—**L1, L1, R1, R1, O, O**

Infinite ammo—**□, □, O, O, L1, L1**

Disable laser sight—**L1, L1, Δ, Δ, L1, L1**

Slow rockets—**L1, R1, R1, L1, Δ, □**

First Person View—**O, O, Δ, Δ, □**

Gun Mode Cheats

At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**Δ, Δ, O, O, L1, L2**

All weapons—**L1, L1, R1, R1, O, O**

Infinite ammo—**□, □, O, O, L1, L1**

Auto reload—**□, □, Δ, Δ, O, O**

Slow motion—**Δ, L1, Δ, L1, Δ, L1**

Slow rockets—**L1, R1, R1, L1, Δ, □**

Driving Mode Cheats

At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.

Invincibility—**Δ, Δ, O, O, L1, L2**

Infinite Nitro—**L1, L1, R1, R1, O, O**

Infinite time—**L1, R1, □, □, R1, L1**

Rain mode—**□, □, L1, L1, Δ, O**

Invisible car body—**L1, R1, R1, L1, L1, R1**

Debug Menu

At the main menu, press **L1, L1, O, □, □**. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On—**Δ, Δ, L2, R2, L2, R2, R1, □**

Map All Things On—**Δ, Δ, L2, R2, L2, R2, R1, O**

Lots of Goodies!—**X, Δ, L1, Up, Down, R2, Left, Left**

All Powerful Mode On (Invincibility)—**Down, L2, □, R1, Right, L1, Left, O**

X-Ray Vision—**L1, R2, L2, R1, Right, Δ, X, Right**

Level Warp—**Right, Left, R2, R1, Δ, L1, O, X** (press **Left** or **Right** to change the stage number.)

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, L2, R1**

Invincibility—**L2, L2, R2, R2, L2, R2, L2, R2, L2, L1, L1**

Immunity (Police never chase you)—**L1, L2, R1, R1, R1, L2, L2, R1, R1, L2, R2**

Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, L2, L1**

Minis (Cars appear much smaller)—**R1, R2, R2, L2, L1, R2, L2, R1, L2, L2, L2**

Stilts (Extremely long suspension)—**R2, L2, R1, R2, L1, R2, L2, L2, L1, R2, R1**

Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, L1**

DUKE NUKEM: TIME TO KILL

Cheat Codes

Press **START** during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—**L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT**

Invincibility—**L1, R1, L1, R1, L1, L1, R1, L1, R1**

Double Damage—**L2, R2, L2, R2, L2, R2, L2, R2**

Big Head—**R1, R1, R1, R1, R1, R1, R1, R1, Up**

Tiny Head—**R1, R1, R1, R1, R1, R1, R1, R1, Down**

Big Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, Left**

Tiny Head Enemies—**R1, R1, R1, R1, R1, R1, R1, R1, Right**

Enable Level Select at main menu—**Down, Down, Down, Down, Down, Down, Down, Down, Up**

All Weapons—**L1, L2, Up, L1, L2, Down, R1, Right, R2, Left**

Unlimited Ammo—**Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT**

All Inventory—**R1, R1, R1, R1, R1, L2, L2, L2, L2**

All Keys—**Up, Right, Up, Left, Down, Up, Right, Left, Right, Down**

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.

One-Hit Kills—**L1, Δ, Up, Down, O, O, Δ, □, Down, R1**

Expert Mode—**Down, Down, Down, Δ, Down, Down, Down, □, Left, Right**

Instant Puzzle Solutions—**L1, Δ, Up, Down, O, O, O, Down, Down, Down, Up**

Infinite Health—**L1, Δ, Up, Down, O, O, Δ, □, Right, □**

Max. Ammo—**L1, Δ, Up, Down, O, O, Δ, □, Left, Δ**

COLOR SCHEME

Base: Red: 35, Green: 35, Blue: 35

Optional: Red: 11, Green: 11, Blue: 11

Detail: Red: 20, Green: 20, Blue: 20

Joint: Red: 9, Green: 18, Blue: 29

PERFORMANCE

Armor Points: 6791

Weight: 5808

Price: 1,317,200

GRADE

SUPERFINE

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: **Tap L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + Δ**; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

THE FIFTH ELEMENT

Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press **L1, L2, R2, R1, SELECT**; you'll hear a signal to confirm. Now highlight "New Game" and press **X**; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 + □**. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

FIGHTING FORCE 2

Cheat Mode

Hold **L1 + L2 + R1 + Δ + Left** and press **X** at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up.

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FISHERMAN'S BAIT

Total Count List

At the title screen, press **Up, Up, Down, Down, L1, R1, L1, R1, X, O, START**. Next, select "Options," then press **SELECT**. The Total Count List screen will appear.

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press **Left, Right, Left, Right**. Next, press **X** to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right, □, □, Δ, R1, L1, R1, L1, O**. When you return to the "Select Level" screen, all of the stages will be unlocked.

Infinite Lives

During gameplay, press **START** to pause, then press **Right, □, Δ, □, Δ, X**.

FUTURE COP: L.A.P.D.

Secret Passwords

DISYFISLFY—All Crime War and Precinct Assault missions completed

DITIFISLF—All Crime War and Precinct

HARD CORE

LUCKY 7



Designed by: Christopher Pantano,
Rockland, ME

PARTS

Head: HD-06-RADAR

Core: XXA-SO

Arms: AN-K1

Legs: LN-2KZ-SP

Generator: GBG-XR

FCS: RATOR

Boosters: B-VR-33

Back Weapon L: WC-01QL

Laser cannon

Back Weapon R: WC-01QL

Laser cannon

Arm Weapon L: LS-99-

MOONLIGHT Laser Sword

Arm Weapon R: WG-

XW11 Laser Rifle



Christopher's Core that may be the ultimate balance between top speed and high power. He designed the fastest possible humanoid leg-type Core and loaded it with some of the best parts and weapons. Although the AP is a bit low, the high speed and maneuverability of Lucky 7 make it hard to hit. Weapon choices are excellent as well, combining the dual back-mounted laser cannons with a laser rifle and the ultra-powerful Moonlight laser blade. The only drawback to this design is that it uses all energy-based weapons, so careful monitoring of your energy reserves is a must—running dry in a heated battle means you'll be unable to attack until your energy refills completely.



Assault missions locked complete
D Y P F A S R H R—All Crime War and
Precinct Assault missions completed, plus all
secret weapons

S I F R G Y B E R R—Invincibility
S Y M R G O B R R L—All secret weapons
D Y S I F A S R H Y—All Crime War and
Precinct Assault missions locked complete,
plus all secret weapons

D Y T I F A S U H L—All Crime War and
Precinct Assault missions locked complete,
plus all secret weapons and invincibility

Cheat Codes
While in the game, press **START** and enter the
map screen. Press **SELECT** to access the op-
tions menu, highlight the "Volume Sound FX"
option and enter any of the following codes.
You must select "Quit" after you enter these
codes; the game will not quit if the codes are
entered correctly:

Reload Shield—□, **SELECT**, ○, X
Complete current mission—□, ○, □, X, **SE-**
LECT, X, **SELECT**

Turn blue player to black—□, **SELECT**, ○, X,
X, ○, **SELECT**, □

Reload Weapon 0—□, ○, **SELECT**, X, **SELECT**,
X, ○, □

Reload Weapon 1—○, X, **SELECT**, □, ○, X, **SE-**
LECT, □

Reload Weapon 2—□, **SELECT**, □, ○, □, **SE-**
LECT, X

Power-up Weapon 0—○, ○, ○, X, X, X, ○, **SE-**
LECT

Power-up Weapon 1—□, □, □, ○, X, ○, X
Power-up Weapon 2—□, ○, □, **SELECT**, X, □,
○

Add 200 points to the player—○, □, ○, X, **SE-**
LECT, □, X

Invincibility—○, ○, **SELECT**, **SELECT**, ○, **SE-**
LECT, X, □

Super Jump—○, ○, ○, ○, □, X, **SELECT**, □, X,
○

Maximum Shield—X, X, **SELECT**, ○, ○,
SELECT, □, **SELECT**

G+DARIUS

Unlock All Movies
Highlight "Movie" at the option screen, press
Left, **Right**, **Left**, **Right**, then hold **L1 + L2 + R1 + R2**
and press **START**. All of the movies will be
unlocked, even if you haven't finished the
game.

G-POLICE

Infinite Shields
At the "Mission Brief" screen, hold **L1 + R2 +**
□ and press **Left** on the D-pad.

Unlimited Ammo
At the weapon select screen, hold **R1 + L2 + ○**
and press **Left** on the D-pad.

G-POLICE: WEAPONS OF JUSTICE

Passwords
Mission 31—P L I N T H

Unlock Everything in Database—U T O P I A

GEX: ENTER THE GECKO

Invincibility
During the game, press **START** to pause, then
hold the **L2** button and press **Left**, **Right**, **△**,
Down, **Right**, **Left**.

Infinite Lives
During the game, press **START** to pause, then
hold the **L2** button and press **Up**, **Down**,
Right, **△**, **Down**.

Random Speech
During the game, press **START** to pause, then
hold the **L2** button and press **△**, **Left**, **○**, **Up**,
Down. When you unpause, you can press **SE-**
LECT at any time to make Gex say a random
one-liner.

Stage Timer
During the game, press **START** to pause, then
hold the **L2** button and press **Right**, **△**, **Right**,
Left, **△**, X. With this code in place, a timer
will appear in the corner of the screen to
keep track of how long it takes you to beat
each stage. When you're on the Media Di-
mension map, press **SELECT** to call up your
current game's stats, then hold the □ button to
see your best times for each level.

Stage Select
During the game, press **START** to pause, then
hold the **L2** button and press **Right**, **Right**,
Left, **Right**, **△**, **Down**, **Right**. When you un-
pause, press **SELECT** to call up a stage select
menu. Highlight the top option ("Level Select
Menu 1," "2" or "3") and press **Left** or X to
cycle between three different menus.

Debug Menu
When you're on the Media Dimension map,

press **START** to pause, then hold the **L2** but-
ton and press **Right**, **Right**, **Left**, **Right**, **△**,
Down, **Right**, **Right**, **△**, **Right**, **Left**, **△**, X.
Right, **△**, **Right**, **Left**, **△**, X. When you un-
pause, press **SELECT** to call up a debug menu.
Press **Left** or **Right** to turn the different op-
tions on or off; use the "Collectables" sub-
menu to acquire all of the remotes in the
game. You can also access the stage select op-
tions from the debug menu. Note: You can
access the debug menu from any stage, but
the options on the "Collectables" sub-menu
will only work while you're on the Media Di-
mension map.

GHOST IN THE SHELL

Stage Select
At the main menu, press **R2**, **R1**, □, □, **Up**,
Down, □, □, **R2**, **R2**; you'll hear a sound to
confirm the code. Now choose "Mission
Start"; a stage-select menu will appear. With
this code in place, you can also view all of the
game's movie sequences by choosing "Movie
Replay" at the Options menu.

GRAND THEFT AUTO 2

Secret Codes
From the main menu, select "Play," then press
X again to change your name to any of the
codes below. You'll get no special confirma-
tion after entering a correct code.

Start with \$1,000,000—B I G S C O R E

Start with all weapons and 99 ammo—N A V
A R O N E

Start with x5 Multiplier—H I G H F I V E

No Police—L O S E F E D S

Display Coordinates—W U G G L E S

Area Select—I T S A L L U P

Start with unlimited health—L I V E L O N G

Start with maximum Wanted Level—D E S I R
E S

GUILTY GEAR

Extra Difficulty Level
At the PlayStation logo screen, hold □ + **R2 +**
L1 + Down while the game is loading. You'll
hear a loud crash at the "Now Loading..."
screen to confirm the code; now the com-
puter-controlled fighters will be much more
effective in one-player mode.

Secret Characters: Testament and Justice
To access the *Guilty Gear* bosses, you must
beat the game with any character. You may
continue as many times as you like. Unfor-
tunately, Testament and Justice are selectable
only in the Versus and Training modes.

Secret Character: Baiken
To fight against Baiken, you must beat the
game using Sol or Ky without continuing. You
may lose single rounds, but you cannot lose a
match. Once you've defeated her, she will be
selectable in the Versus and Training modes.

HEART OF DARKNESS

Cheat Mode
Hold **L1 + L2 + R1 + R2** on Controller 2 and
turn the PlayStation on. Continue to hold the
buttons down until the main menu appears.
Now choose Options from the main menu; in
the treehouse, you'll find that you can now
access any stage from the "Load Game" op-
tion or any movie scene from the "Show Cine-
matics" menu.

HERCULES ACTION GAME

Passwords
The Hero's Gauntlet—Hydra, Medusa, Shield,
Medusa

The Centaur's Forest—Centaur, Hercules head,
Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Her-
cules head

The Hydra Canyon—Shield, Helmet, Shield,
Soldier

Medusa's Lair—Archer, Pegasus, Archer, Cen-
taur

Cyclops Attack—Helmet, Pegasus, Hercules
head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa,
Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier,
Centaur

Watch All Full-Motion Video Scenes
Access the password entry screen and enter
Pegasus, Soldier, Centaur, Soldier as your
password. When you press X, Meg will con-
gratulate you and you'll get to watch all of
the game's full-motion video sequences in
order. During the video playback, press X to
skip to the next clip or press **START** to exit.

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot
before you turn the game on. When the
golfers appear, hold **L1 + L2 + R1 + R2** on Con-
troller 2, then as soon as you see the screen
flash bright white, quickly press **Up**, **Up**,
Down, **Up**, **Left**, **Right**, **Right**, **Left**, **Up**, **Up**,
Down, **Up**, **Left**, **Right**, **Right**, **Left**, **Left**, **Left**,
and **R** buttons during this process and you
must finish entering the code before the *Hot*
Shots Golf logo stops bouncing. If you're
quick enough, you'll hear a signal to confirm.
Now you have access to all of the previously
locked courses and golfers.

Mirror Courses
At the Course Select screen, highlight a
course, hold **L1 + L2**, press X to lock in your
selection and continue to hold **L1 + L2** until
the course loads. When it does, it will be a
"mirrored" version of the normal course.

Mirror Characters
At the Character Select menu, highlight a
golfer, hold **L1** and press X. If that golfer is
normally right-handed, he or she will play
left-handed, and vice versa.

HOT WHEELS TURBO RACING

Secret Codes
Each of the following codes can be entered at
the main menu to get the corresponding ef-
fect before each race; you'll hear a signal to
confirm each code. Note that you can only
have ONE of these codes active at any time:

Unlimited Turbos—**R2**, **L1**, □, **△**, **R1**, **L2**, **L1**, **R2**

Small cars—□, **R2**, **L2**, **△**, **△**, **R2**, **L2**, □

Large tires—□, **△**, **△**, **R1**, **R1**, **L2**, **L2**

No graphic textures on cars—**L1**, **R1**, **L2**, **R2**,
L1, **R1**, **L2**

Alternate sound effects + announcer—**R2**, **R1**,
L2, **R2**, □, **△**, **R1**, **L2**

Passwords
Highlight "Sign In" at the main menu and
press **Left** or **Right** twice to access the Pass-
word option. Enter any of the following pass-
words to unlock different features:

P W D T S T—Unlock all secret courses and se-
cret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

INTELLIGENT GUBE

Practice Stages
Choose "Rules" from the main menu, high-
light any of the training scenarios, hold **L1 +**
R1 and press X. Instead of watching a nonin-
teractive demo, you can now control the ac-
tion in these demo scenarios. Use this trick
with the "Demo" options to practice the 5th
and Final Stages.

INVASION FROM BEYOND

Level Select
Enter the following code when the words
"Press Start" are flashing on the screen (but
not during the gameplay demo):

L1, **R1**, **L2**, **R2**, **△**, X, ○, □, ○, X, **△**

All Ships & Weapons
Enter the following code when the words
"Press Start" are flashing on the screen (but
not during the gameplay demo):

L1, **R1**, **L2**, **R2**, **Up**, **Down**, **Right**, **Left**, **Left**,
Right, **Down**, **Up**

IRRITATING STICK

Extra Lives
To start with seven lives instead of the usual
three, enter the following code: At the mode
select screen, highlight "1P Play" and press
Right on the D-pad four times. Highlight
"Tournament" and press **Right** on the D-pad
once. Highlight "Course Edit" and press **Left**
on the D-pad twice. Highlight "Option" and
press **Left** on the D-pad six times. Now high-
light "1P Play" and press X. You'll hear the
crowd cheer to confirm the code.

JET MOTO

Cheat Codes
Go to the Options screen and set the Diffi-
culty to "Professional" and the Laps Per Race
to "6". Press **START**. At the title screen, press
○, ○, ○, □, **△**, **△**, □, **△**. You will hear a sound
and a word balloon which says "Codes En-
abled" will appear. You can now enter the
following codes at the title screen for differ-
ent effects:

2 Player vs. CPU—○, □, **R2**, ○, **△**, **L2**, **Right**,
Up

Double Stunt Points—**Right**, **Up**, ○, **L2**, **△**, ○,
R1, **R2**

Unlimited Turbos—**△**, ○, **Right**, **R2**, **Up**, □, **Up**,
△

Rocket Racer—**△**, **Up**, **Up**, **L2**, **L2**, **Up**, **Up**, **Up**,
Multiple Camera Angles—**△**, **Down**, □, **△**, **L1**,
L1, **R1**, **R1**

No Resistance—□, **L1**, **△**, **Right**, **L1**, **Down**, **R2**,
△

Super Ability—**Down**, ○, **Left**, **L1**, **Left**, **Right**,
Left, **Right**

Air Brakes—**R1**, **R2**, **Right**, **L2**, **Up**, ○, **Up**, ○

Ice Racing—**Up**, **R2**, **R1**, **Right**, **L1**, □, **Right**,
Right

Access All Tracks
At the "Options" menu, set the Difficulty to
"Amateur" and set the Trophy Presenter op-
tion to "Male". Now press **START**; when the
yellow highlight appears on the menu at the
bottom of the title screen, press **Up**, **Right**,
Down, **Left**, **Up**, **Right**, **Down**, **Left**. Next,
choose "Options" again and set the Difficulty
to "Professional" and the Trophy Presenter to
"Rider's Choice." Press **START** again; when the
main menu reappears, press **Up**, **Left**, **Down**,
Right, **Up**, **Left**, **Down**, **Right**. You'll hear a sig-
nal to confirm the code. You now have access
to all of the tracks in all game modes; there's
also a fourth difficulty setting called "Master"
at the Options menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to ad-
just settings at the Options menu. When you
do so, always remember to exit the Options
screen by pressing the **START** button or by
highlighting "EXIT" and pressing the X but-
ton; if you exit the options screen by pressing
the **△** button, your changes will not be re-
tained and the codes won't work.

To access all of the tracks—including the al-
ternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to
"Master" and the Laps Per Race to "5".

2) Choose "1 Player" at the main menu; high-
light *Lil' Dave*, press X, then press **△** until you
get back to the main menu.

3) At the main menu, quickly press **Up**, **Down**,
Left, **Right**, **R2**, **R1**, **L2**, **L1**; you won't get any
confirmation of this code.

4) Return to the Options menu and set the
Laps Per Race to "3".

5) Choose "1 Player" at the main menu; high-
light *Light Wild Ride*, press X, then press **△** until
you get back to the main menu.

6) At the main menu, quickly press **Up**, **Left**,
Down, **Right**, □, **R2**, **L2**; you will hear a sig-
nal to confirm this code.

7) At the Options menu, set the Difficulty to
"Amateur" and the Turbo to "Off".

8) Choose "1 Player" at the main menu; high-
light *Bomber*, press X, then press **△** until you
get back to the main menu.

9) At the main menu, quickly press **Up**, **Down**,
Left, **Right**, **Up**, **Down**, **Left**, **Right**; you won't
get any confirmation of this code.

10) At the Options menu, set the Difficulty to
"Professional" and the Turbo to "On".

11) At the main menu, quickly press **R2**, **R1**,
L2, **R2**, **R1**, **L2**; you will hear a signal to
confirm this code. Now you can access all of
the tracks.

Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to
"Master" and the Laps Per Race to "6". Then,
at the main menu, quickly press **Left**, □,
Down, **△**, **Right**, ○, **L1**, **R1**; you will hear a sig-
nal to confirm this code. Now *Enigma* is avail-
able at the character-select screen; there's
also a new difficulty setting at the options
menu called "Insane."

KNOCKOUT KINGS 2000

Secret Boxers
From the main menu, select "Career" and
enter any of the names below as your boxer's
name. Note the spaces in some of the boxer
names.

GARGOYLE

SHMACKO

ROSWELL

Q TIP

TIM DUNCAN

MARLON WAYANS

MARC ECKO

JERMAINE DUPRI

ED MAHONE

LEGACY OF KAIN: SOUL REAVER

At any time during the game, press **START** to
pause, then enter any of the following codes



for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game.

Restore Health—Hold L1, press Down, O, Up, Left, Up, Left

Lose Health—Hold L1, press Left, O, Up, Up, Down

Max Health—Hold L1, press Right, O, Down, Up, Down, Up

Restore Magic—Hold L1, press Right, Right, Left, Δ, Right, Down

Max Magic—Hold L1, press Δ, Right, Down, Right, Up, Δ, Left

All Abilities—Hold L1, press Up, Up, Down, Right, Right, Left, O, Right, Left, Down

Fire Reaver—Hold L1, press Δ, Right, Down, O, Up

Aerial Reaver—Hold L1, press X, Right, Up, Up, Δ, Left, Left, Right, Up

Kain Reaver—Hold L1, press X, O, Right, Δ, Left, Left, Right, Up

Force Glyph—Hold L1, press Down, Left, Δ, Down, Up

Stone Glyph—Hold L1, press Down, O, Up, Left, Down, Right, Right

Sound Glyph—Hold L1, press Right, Right, Down, O, Up, Up, Down

Water Glyph—Hold L1, press Down, O, Up, Down, Right

Fire Glyph—Hold L1, press Up, Up, Right, Up, Δ, L2, Right

Sunlight Glyph—Hold L1, press Left, O, Left, Right, Right, Up, Left

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press Up, Down, Left, Right, Δ, START. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

View All FMV Scenes

After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.

MADDEN NFL 2000

Secret Codes

Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is entered.

PAINFUL—More injuries

ROLLER GIRL—Fumblerooski

PICKED OFF—Prime time

EXPRESS BALL—No interceptions

SPRONG—Super jump

SMA CK DOW N—Super stiff arm

FIRST IS 20—20 yards to first down

REF IS BLIND—Blind referee

MINI ME—David vs. Goliath

QB IN THE CLUB—The QB is in the club

VERTIGO—Ball camera

WILD WEST—Dodge City: Old West Stadium

XMAS GIFT—Xmas Surf Stadium

COTTON CANDY—Tiburón Bros. Stadium

WE PUT IT THERE—Tiburón Stadium

ITS IN THE GAME—EA Sports Stadium

MOJO BABY—All '60s team

LOVE BEAD S—All '70s team

COWBOYS—Fantasy Team: Marshals

IN THE FUTURE—Fantasy Team: Industrials

15 MORE MIN—Great Game 1: '81 Dolphins

BUILD MONKEY S—Great Game 1: '81 Chargers

GAMMA LIGHT—Great Game 2: '76 Raiders

HACK CHEESE—Great Game 2: '76 Patriots

TUNDR A—Great Game 3: '97 Packers

EARTH PEOPLE—Great Game 3: '97 Broncos

CHICKIN—Great Game 4: '85 Dolphins

DOORKNOB—Great Game 4: '85 Bears

PROFSMOOTH—Great Game 5: '90 Giants

SPOON—Great Game 5: '90 Bills

KAMEHAMEHA—Great Game 6: '86 Browns

BLUESCREEN—Great Game 6: '86 Broncos

CALLMESALLY—Great Game 7: '88 Niners

POTINFOGET—Great Game 7: '88 Bengals

DONTGOFOR2—Great Game 8: '72 Steelers

GETMEADOCTOR—Great Game 8: '72 Raiders

STEAMPUNK—Great Game 9: '95 Steelers

PREDATOR S—Great Game 9: '95 Colts

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)

- Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then □ (you should still be holding L1 and Δ when you press □)

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + O when you press R1)

- Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then Δ, then □ (you should still be holding Up + L1 + Δ when you press □)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters:

- Armored Spider-Man—Highlight Spider-Man, hold SELECT and press any action button
- U.S. Agent—Highlight M. Bison, hold SELECT and press any action button
- Shadow—Highlight Dhalsim, hold SELECT and press any action button
- Mephisto—Highlight Omega Red, hold SELECT and press any action button
- Mecha-Zangief—Highlight Blackheart, hold SELECT and press any action button
- Dark Sakura—Highlight the Hulk, hold SELECT and press any action button
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner

EX Option Menu

From the main menu, select "Option." Next, press R1, O, Left, Δ, Δ very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down SELECT and press START. The hidden EX Option menu will appear.

MEDAL OF HONOR

Secret Codes

Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.

Secret Screen 1—COOLCHICK
Secret Screen 2—A RULES
Secret Staff Photo Gallery—DWIGALLER
Y

Secret Team Gallery—DWIMOTHEAM
Captain Dye Mode—CAPTAIN DYE
Nifty Multiplayer Power-ups—DENNIS MO
DE

American Movie Mode—SPRECHEN
Temperamental Tocsin—BRADALARM
Wireframe Mode—TRACERON
4x Firing Rate—I C O D O D E C
Reflecting Shots—GOBLUE
Unlimited Ammo—BADCOPSHOW
Audi Murphy Mode—MOSTMEDALS
Unlock Mission 1 in the Gallery—INVASION
Unlock Mission 2 in the Gallery—BIGGRETA
Unlock Mission 3 in the Gallery—DASBOOT
Unlock Mission 4 in the Gallery—STUKA
Unlock Mission 5 in the Gallery—KOMET
Unlock Missions 6 and 7 in the Gallery—TWOSIXTWO
Unlock Victory! in the Gallery—VICTORYDAY
Unlock Mission 2—ZERSTOREN
Unlock Mission 3—BOOTSINKT
Unlock Mission 4—SENFAS
Unlock Mission 5—SCHWERES
Unlock Mission 6—SICHERUNG
Unlock Mission 7—GESAMTHEIT
Unlock Rosie in Multiplayer—WECANDOIT
Unlock Kurt in Multiplayer—EVILKURT
Unlock Jens in Multiplayer—INTHENAVY
Unlock Johan in Multiplayer—TIREDJOHAN
Unlock Jürgen in Multiplayer—DASBOOTY
Unlock Manfred in Multiplayer—MANLYMAN
Unlock Karl in Multiplayer—SCARYKARL
Unlock Felix in Multiplayer—HOODDUP
Unlock Von Braun in Multiplayer—FROCKEETMAN
Unlock Ernst in Multiplayer—ARTCRITIC
Unlock Egon in Multiplayer—COOLSHADES
Unlock Wolfgang in Multiplayer—HOODUP
Unlock Müller in Multiplayer—BIGFATMAN
Unlock Wüster in Multiplayer—FINEST HOUR
Unlock Otto in Multiplayer—HERRZOMBIE
Unlock Noah in Multiplayer—BEACHBALL
Unlock Bismarck in Multiplayer—WOOFWOOF
Unlock Rival in Multiplayer—KEANDKEN
Unlock Panzerknacker in Multiplayer—NUTCRACKER
Unlock Steven in Multiplayer—SSPIELBERG
Unlock Will in Multiplayer—PAYBACK
Unlock Game Werks Theater in Multiplayer—MACOCO
Unlock Site Seeing Theater in Multiplayer—PSYCHOO

MISSION: IMPOSSIBLE

Secret Passwords

From the main menu, select "Load Game," then select "Password." Enter any of the following passwords below. For some of the passwords, even though the game will say "bad password," they will still work. Just start a new game or load another one to see the effects.

View secret message—TTOFFSECRET
View any FMV sequence—SEECOOLOMOVIE
Slow-motion mode—IMTIREDTODAY
Turbo mode—GOOUTTAMWAY
Super jump—BIONICJUMPER

All people move without animation—SCAREDISTIFF

Level Passwords

Submarine Pen Area—ABEMJQLNVTGP
Russian Embassy—OLIESHVLRL
Russian Embassy 2—QDSNJKTOMCI
KGB Warehouse—ORFFSITJMMNI
KGB Headquarters—EHNJHSURWJMP
KGB Headquarters 2—GCMJMVMVMBL
Security Hallway—GDPSSJOWUAN
Security Hallway 2—GQOFISKTLMAI
Underground Sewage Plant—GHIHSJVRML

IMF Headquarters—IJENMUNHONCJ
IMF Headquarters 2—IMQPNHNKOSCM
Infirmary—PBFROUOPWDB
CIA Rooftop—PMGPKUPKQSDM
CIA Rooftop 2—KEJPPUPSRKEE
CIA Mainframe Computer—PJGNOUPHQNDJ

Waterloo Station—HDGFPKQMOBC
Train—I GILGPMLYBO
Train 2—HDGFTKQMOBC
Train Roof—I GJDTMLMYBO
Lundkvist Base—NGHSMGQTXMGI
Tunnel—MOEOJGHVXXH
Mainland—MKEHTJSVVJD
Gunboat—AFQMOJGPVTPG

N20 NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main

menu, then select the "Enter Code" option and enter any of the following cheats:

XXXXXXΔΔ—Infinite Firewalls
XXXXXX□□—Infinite weapons
XXXXXX□□—Infinite lives
□□ΔΔXX□□—Access any level
□□□□ΔΔ□□—Bonus level access
XXXX□□ΔΔ—Enable fifth ship (Speed-core)

OXΔΔΔΔ□□—Activate "water" effect
□XΔΔ□□ΔΔ—Bonuses don't reset when you die

NAMCO MUSEUM VOLUME 2

Mappy Stage Skip

Load the game *Mappy* and press the Δ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game; you can skip stages at any time by holding L1 + R1 and pressing the X button.

Super Pac-Man Stage Skip

Load the game *Super Pac-Man* and press the Δ button to access the dipswitch screen. Highlight switch #6 in the "SW3" box and press X to turn it "on." Now start the game. When the word "Ready!" appears on the screen just before the characters start to move at the beginning of any stage, quickly hold L1 + R1 + O and press START. The screen will flash just like it does when the stage is cleared and you'll advance to the next stage. Repeat the process for each stage to skip to any level.

Gaplus Stage Select

Load the game *Gaplus* and press the Δ button to access the dipswitch screen. Highlight switch #4 in the "SW3" box and press X to turn it "on." Now start the game. When the words "Parsec 1" appear on the screen, hold L1 + R1 + O and press START; a stage-select number will appear at the left side of the screen. Press Up or Down to change the number of the stage you'd like to warp to, then press START to begin at the stage you chose.

Dragon Buster Stage Skip

Load the game *Dragon Buster* and press the Δ button to access the dipswitch screen. Highlight switch #5 in the "SW3" box and press X to turn it "on." Now start the game. When the map screen appears, hold L1 + R1 + O and advance Clovis to either of the first two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

NAMCO MUSEUM VOLUME 3

Pole Position II Secret Courses

Load the game *Pole Position II* and press the Δ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press Δ to open the test screen options window. Highlight "Dip Sw" and press X, then press Up to turn on switch #1 in the left box. Now press Δ twice and choose "Game" with the X button. When the game loads, press Δ to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime). Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the SELECT button one more time and hold it down while pressing START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main *Museum* menu.

Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press the Δ button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank." This allows you to change the game from "Normal" to "Hard" mode.

Galaxian Psychedelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've



done this, press the Δ button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press Δ to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press X to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in *Psychic Mode*, in which all moving objects leave trails of colored lights on the screen.

The Tower of Druga Secret Area

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the *Tower of Druga* wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druga* and find another *Druga* machine to play.

NAMCO MUSEUM VOLUME 4

Secret Video Scene

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tournamen* (a.k.a. *The Genji and the Heike Clans*).

Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press Δ to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press Δ to look up at the tops of the trees).
- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 + Δ and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

The Genji and the Heike Clans Stage Select
Load the game *The Genji and the Heike Clans* and press the Δ button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press Δ to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press \square to warp there.

NASCAR 2000

Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and quickly press L1, L1, R1, \square , L2, L2, R2, \square within four seconds. The currently selected track will automatically change on the screen.

Unlock Hidden Drivers

At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.

Alan Kulwicki—L1, L2, R2, \square , R1, L1, R2, L2, \square
Benny Parsons—L1, R2, R1, L2, \square , R2, L1, R1, L2, \square
Bobby Allison—L1, R1, L1, R1, \square , L2, R2, L2, R2, \square
Davey Allison—R1, L1, R1, L1, \square , R2, L2, R2, L2, \square

Cale Yarborough—L1, L2, R1, R2, \square , R1, R2, L1, L2, \square
David Pearson—L1, R1, R2, L2, \square , R1, L1, L2, R2, \square

NBA LIVE 2000

Unlock Legends Players

From the "Game Setup" screen, press \square to open the menu. Move the cursor to "Players," then press Right and then X to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."

Bob Pettit—CRASH,BOARDS
Dolph Schayes—SET,SHOT
Paul Arizin—PITCHIN',PHILLI
Bill Sharman—CHARITY,STRIPE
Bob Cousy—B-BALLS,COOZ
Walt Frazier—COOL,CLYDE
Harry Gallatin—IRON,HORSE
Willis Reed—SOFT,TOUCH
Earl Monroe—MAGIC,PEARL
Richard Guerin—PLAY,MAKER
George Yardley—YARD,BIRD
Jerry Lucas—LUCAS,LAYUP
Billy Cunningham—LEAPING,KANGAROO
Cliff Hagen—HOOK,SHOT
Rick Barry—FOUL,SHOT
Shawn Kemp—POWER,DUNKER
Julius Erving—DOCTOR'S,IN
Dominique Wilkins—HIGH,LIGHT
Moses Malone—FREE,THROWS
Grant Hill—CLASS,ACT
Karl Malone—MAILMAN,DELIVERS
Charles Barkley—MOUND OF,REBOUND
John Stockton—JAZZ,MAN
Reggie Miller—OUTSIDE,THREAT
Lenny Wilkins—PLAYER,COACH
Oscar Robertson—BUCKS,BIG O
Dave Bing—THE,DUKE
Isiah Thomas—BAD BOY,ZEKE
Nate Archibald—BIG,TINY
Pete Maravich—PASSING,PATROL
Larry Bird—CELTICS,PRIDE
Robert Parish—CELTIC,CHIEF
Dave Cowens—RED,HEAD
Tommy Heinsohn—FLAT,SHOT
Sam Jones—BANK,SHOT
Larry Costello—CROSS,OVER
Hal Greer—JUMP,SHOT
Mitch Richmond—LIVE,COVERMAN
George Gervin—CHILLED,CELMAN
Gary Payton—HUMAN,GLOVE
Bill Russell—ALL,DEFENSIVE
Bob Lanier—BIG,FOOT
Bill Walton—SHOT,BLOCKER
David Robinson—SUPRS,ANIMAL
Patrick Ewing—PLAYER,PRESIDENT
Jerry West—THE MR.,CLUTCH
Earvin Johnson—MAGICAL,GUARD
James Worthy—BIG,GAME
Shaquille O'Neal—LITTLE,WARRIOR
Elgin Baylor—OFFENSIVE,FORCE
Wilt Chamberlain—BIG,GOLIATH
John Havlicek—JOHN,HONDO
Kevin McHale—SIXTH,MAN
Scottie Pippen—COMPLETE,GAME
Andrew Phillip—WHIZ,KID
Michael Jordan—COME FLY,WITH ME
Carlo Braun—HARD,WOOD
Walt Bellamy—NO,COMMENT
Wes Unseld—GLASS,CLEANER
Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2000

Secret Teams

From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.
B U C K Y—'62 Wisconsin
F A T I G U E S—'86 Miami
M O N S T E R D—'87 Miami
S H U T O U T—'91 Miami
T O O T A L E N T E D—'92 Miami
R U N O U T S I D E—'94 Miami
G A M E O F C E N T U R Y—'71 Nebraska

G O F O R 2—'83 Nebraska
S T E A M R O L L E R—'94 Nebraska
C O R N F E D—'97 Nebraska
G R E E N G A N G—'94 Oregon
L I N E B A C K E R I N T—'86 Penn State
A L M O S T N O .—'94 Penn State
P L A Y T H E P A S S—'73 Alabama
G O A L L I N E S T A N D—'78 Alabama
B L O C K T H A T K I C K—'85 Alabama
R E A L M E N P L A Y Z O N E—'92 Alabama
M I S S E D C H A N C E S—'89 Colorado
P U T I N L A R R Y—'96 Florida
T O M A H A W K—'93 Florida St.
G E T T H E Q B—'96 Florida St.
S I C E M D A W G S—'82 Georgia
N I C E P O S E—'91 Michigan
G O L D P A I N T—'46 Notre Dame
S T R E A K O V E R—'57 Notre Dame
T A K E T H E T I E—'66 Notre Dame
L E P R E C H A U N—'88 Notre Dame
L I F T O F F—'89 Notre Dame
S C H O O N E R—'71 Oklahoma
S L O W S T A R T—'87 Oklahoma
H U R T Q B—'88 W. Virginia
R E V E N G E—'65 UCLA
P R E S S B O X—'67 UCLA
L B B R U I N S—'88 UCLA
F I G H T F O R T R O Y—'62 USC
W H I T E H O R S E—'67 USC
N I C E R U N—'68 USC
R A L L Y—'74 USC
M V P R U N—'79 USC
W I L D D O G S—'91 Washington
D E J A V U—'75 ASU
W O O P I G S O O E Y—'69 Arkansas
S M A R T B A C K—'85 Auburn
T H E P L A Y—'82 Cal
T E X A S F I G H T—'69 Texas
I N S I D E N O U T S I D E—'46 Army
M I R A C L E—'84 BC
T O U C H T H E R O C K—'81 Clemson
H E D G E S—'76 Georgia
S P L I T V O T E—'97 Michigan
B R U T U S—'70 Ohio State
S M O K E Y—'97 Tennessee
T U R N O V E R—'97 Wash St.
L A S E R B E A M S—Tiburon
I N T H E G A M E—EA Sports
Cheat Codes

From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:

C O N T R O V E R S Y—See entire poll
B I G S C R E E N—Watch intro movie
S T A D S G A L O R E—All stadiums available
M I N D R E A D E R—See the CPU's plays
T I M E F L I E S—Day passes more quickly during game
S C R A M B L E—Gameplay moves faster
B L U E C H I P—Create a player with maximum attributes in the "Create A Player" mode
S T A F F U P—Earn maximum recruiting points
G I M M E D A B A L L—Player always catches the ball
P I X G A L O R E—Player always intercepts ball
B R I C K W A L L—Player always tackles successfully on defense
S A F E T Y—High wind during game
I C B M—Player can make very long field goals
N O S T O P P A B L E—Select the "Juggernaut" team type in the "Create A School" mode
B A D C A L L—Player earns 1 point for knocking down referee
K 3 G 3 U H F 1 0 C C G 0—Disable TV style cameras before plays
Q 2 0 9 A H 6 0 A 0—Junior Varsity mode becomes easier
S 3 G C A H 0 5 0 0 0 G 0—All American mode becomes easier
V B G I N 6 2 0 8 0 4 1—Disable the game's demo mode

NCAA GAMEBREAKER 2000

Easter Eggs

Enter the following codes at the "Easter Eggs" screen under the "Customize" menu:
B E A T D O W N—All player attributes set to 99
B U I L D E R—Better players
B O O S T—Stronger offense in simulated season
S C—Win all simulated games

NFL BLITZ 2000

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons

followed by a direction on the D-pad. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left
Powerup Speed—4-0-4-Left
Powerup Teammates—2-3-3-Up
Powerup Defense—4-2-1-Up
Powerup Offense—3-1-2-Up
Infinite Turbo—5-1-4-Up
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Super Blitz—4-4-4-Up
Super Blitzing—0-4-5-Up
Hyper Blitz—5-5-5-Up
Fast Passes—2-5-0-Left
Super Passing—4-2-3-Right
Unlimited Throw Distances—2-2-3-Right
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
No Punting—1-5-1-Up
Allow Stepping Out of Bounds—2-1-1-Left
No Play Selection—1-1-5-Left
Late Hits—0-1-0-Up
Tournament Mode—1-1-1-Down
Show Field Goal %—0-0-1-Down
No Random Fumbles—4-2-3-Down
No CPU Assistance—0-1-2-Down
Smart CPU Opponent—3-1-4-Down
Invisible—4-3-3-Up
Hide Receiver Name—1-0-2-Right
Unidentified Ball Carrier—5-2-2-Down
Invisible Receiver Highlight—3-2-1-Down
Big Football—0-5-0-Right
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
No Head—3-2-1-Left
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
Team Tiny Players—3-1-0-Right
Team Big Players—1-4-1-Right
Show More Field—0-2-1-Right
Weather: Rain—5-5-5-Right
Weather: Snow—5-2-5-Down
Weather: Clear—2-1-2-Left
Hang Time Meter—0-0-1-Right
Deranged Blitz—2-1-2-Down
Ultra Hard Blitz—3-2-3-Up
Always QB—2-2-2-Left
Red, White & Blue Ball—3-2-3-Left

NFL GAMEDAY 2000

Easter Eggs

Enter these codes in the "Easter Eggs" section under the "Options" menu.
SLIDESHOW—View a slideshow of cheerleaders. You must start a game and then quit to see the slideshow.
GLOVES—Receivers catch better
JUICE—Super speed bursts
PISTON—Super stiff arm
HOME COOKING—No penalties on home team
DAVIS—Running back is juiced
GD CHALLENGE—Unlock hidden difficulty level
GOLIATH—Large players
PENCILS—Tall and skinny players
FLEA CIRCUS—Tiny players
EVEN TEAMS—All players are equal
STEEL LEG—Longer field goals
BIG HITS—Harder tackles
STAMINA—Players don't get tired
HANGTIME—Bigger punts

NHL 2000

Secret Player

From the "Game Setup" menu, select "Advanced Options," then "Rosters," then "Player Management" and finally "Create Player." At this screen, enter the player's first name as "Joe" and "Sakic" as his last name. Note the uppercase and lowercase characters in each word. After doing this, answer "Yes" to the question that appears. Sakic's stats are all above 90.

NHL OPEN ICE

Secret Character

Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey," Hall-of-Famer Gordie Howe on the Detroit Red Wings.

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: $\leftarrow \uparrow \Delta \downarrow \square \square \downarrow$. Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited"



option on to play with infinite continues; you can also choose to play as a monster or start on any level.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named DΔM070, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe.

ODDWORLD: ABE'S ODDYSSEY

Level and Movie Select

Enter these codes at the main menu:

- Level Select—Hold R1 and press Down, Right, Left, Right, □, O, □, Δ, O, □, Right, Left.
- Movie Select—Hold R1 and press Up, Left, Right, □, O, Δ, □, Right, Left, Up, Right.
- Green Farts—Hold R1 and press Up, Left, Right, □, O, X. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold R1 and press O, □, X, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right, □, □, O, Δ, □, O, Down, Up, Left, Right.

Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right, □, O, Δ, O, □, O, Up, Down, Left, Right.

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

POOL HUSTLER

Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Δ, Δ, X, X, Left, Right, □, O; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

PSYBADEK

Cheat Passwords

GO ANYWHERE—Enable level select
GREASEDDK—Slippery board
JELLY JELLY—Jelly mode
TOPSYTURVY—Upside down mode
WALKONMOON—Low gravity
DONDACHAOS—Invincibility
DONTDIONME—Nine lives
INILLIPUT—Big characters
SIZOFANANT—Small characters
DEKPOWERUP—Faster Dek

R/C STUNT COPTER

Cheat Codes

Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.

Down, Up, Left, Right, Δ, X, □, O—All Gold in training levels
Down, Up, Right, Left, Δ, X, □, O—Unlock all levels

Up, Down, Left, Right, Δ, X, □, O—Your name can be three letters longer

L2, R2, L1, R1, Δ, X, □, O—Mega Points
Up, Down, Left, Right, X, □, O, Δ—Unlock movie (selectable from the Options menu)

R-TYPE DELTA

Infinite Credits

If your total gameplay time reaches three hours, the number of credits per game will become nine. If you play the game for more than six hours, the words "Free Play" will appear on the screen and you'll be able to continue as many times as you want.

Acquire New Background Images

Satisfy the requirements below to acquire new background images:

Image 2—Play using the RX

Image 3—Play using the R13

Image 4—Play for 20 hours total

Image 5—Finish the game on Human difficulty with the R9

Image 6—Finish the game on Human difficulty with the RX

Image 7—Finish the game on Human difficulty with the R13

Image 8—Play the game 100 times

Image 9—Finish the game on Bydo difficulty with the R9

Image 10—Finish the game on Bydo difficulty with the RX

Image 11—Finish the game on Bydo difficulty with the R13

Image 12—Finish the game on Bydo difficulty with the POW

R-TYPES

Level Select

Highlight either R-Type or R-Type II at the title screen, quickly press L2 ten times, then R2 ten times; you'll hear a sound to confirm. Now start the game and press START to pause; you can choose any stage with the stage-select option at the pause menu.

Increase Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, O.

Decrease Speed

Pause the game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Use Any Weapon

Pause the game, hold L2 and press Right, Up, Left, Right, Down, Left, Up, Right and either Δ, □, X, or O to equip yourself with a different weapon.

RAMPAGE 2: UNIVERSAL TOUR

Secret Characters

Choose "Password" from the main menu and enter any of the following codes to unlock extra characters:

S M 1 4 N—Unlock George

S 4 V R S—Unlock Lizzie

L V P V S—Unlock Ralph

N O T 3 T—Unlock Myukus

B 1 G 4 L—Unlock Purple Myukus

R Y 3 D—Unlock Noobus

Note that you can only have one of the three alien characters unlocked at any given time.

Cheat Menu

Enter the password "B V G G Y", then access the Options menu; you'll find a new "Cheats" option that allows you to start on any stage with as many as 100 lives; it also has sound effects and movie test options.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.

B R O N Z E—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

S I L V E R—Silver Class. In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked.

G O L D—Gold Class. In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

C H A M P—Champ Class. In Arcade Mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations while both players select a boxer. Also, the buttons must be held down until the match starts.

R1—Championship arena

L1—Two-tier arena

R1 + L1—Gym

Change Costume Colors

At the boxer select screen, press □ + O simultaneously to change the current boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding □ and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

□ + Up—Irish accent

□ + Left—New York accent

□ + Right—African-American accent

□ + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L1 + R1 + □ until you hear a special sound effect.

REBOOT

Cheat Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

• Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up

• Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left

• Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right

• Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

Extra Characters

Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

Unlock Hidden Outfits

• To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.

• To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.

• To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.

• To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

Secret Mini Games

• To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.

• To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.

• To access Service mode, finish the game with Natsu at the highest difficulty setting.

Kyoko's Office

To enable Kyoko's Office of massaging, beat the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

ROLL AWAY

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—L1, O, Left, Right, L2, Left, R2

• Enable motion blur—Right, O, L2, O, R1, O, □, O

• Extra 30,000 points—□, Up, Down, L2, R1, Δ, X, Δ (works only once per level)

• Temporary invincibility—Right, Down, L1, R2, R1, O, Δ, □

• 30 extra seconds in Time Trial mode—O, L1, Δ, Δ, O, X, Δ, Down (works only once per level)

• Warp to bonus stage—Δ, Up, Δ, L2, L1, L2, □, X

• Clear screen in bonus stage—Right, O, □, L1, □, O, O, □

RUSHDOWN

Unlock All Tracks

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Δ, O, Δ, O. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one

of the following buttons and hold it down until the "loading" screen appears:

• Hold Δ to race in a U.F.O.

• Hold L1 to race in a pick-up truck

• Hold R1 to race in a British sports car

When the race starts, you'll be driving the vehicle you chose.

SMALL SOLDIERS

Cheat Passwords

O, O, Δ, Δ, O, X, □, X—Invincibility

Δ, Δ, O, O, O, X, □, X—All Weapons

Stage Passwords

X, X, Δ, □, □, X, O, X—Gorgon

□, X, Δ, □, □, □, O, X—Dimensional Temple

O, X, Δ, □, □, □, O, X—Floating Fortress

Δ, X, Δ, □, □, □, O, X—Spirit Bog

X, □, Δ, □, □, X, Δ, X—Canyon Village

□, □, Δ, □, □, □, X, X—Creepy Caverns

O, □, Δ, □, □, O, Δ, X—Space Ship

Δ, □, Δ, □, □, Δ, Δ, X—Hall of Patriots

X, O, Δ, □, □, X, □, □—Graveyard

□, O, Δ, □, □, X, □, □—Nuclear Mine

O, O, Δ, □, □, O, X, □—Launch Center

Δ, O, Δ, □, □, X, □, □—Ulhadon Fier

X, Δ, □, □, X, □, □—Garrison

□, Δ, Δ, □, □, □, □—Inner Sanctum

THE SMURFS

Level Select

From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen, press L1, Up, Up, Down, Up, Left, Left, Up, R2. You'll hear a sound effect and you'll be able to select any level.

SPAWN: THE ETERNAL

Cheat Codes

Each of the following codes can be entered while the game is paused:

• Temporary invisibility—Hold L1 + R1 and press □, □, O, Δ, X

• Temporary invincibility—Hold L1 + R1 and press Δ, Δ, X, X, □, O

• All power-ups—Hold L2 + R2 and press Δ, O, □, X, Δ, X

• All inventory—Hold L2 + R2 and press X, □, O, Δ, □, O

• Refill health meter—Hold L1 + R1 and press X, O, Δ, □, X, O

• Refill Magic—Hold L1 + R1 and press Δ, O, X, □, Δ, O

• Skip current level—Hold L1 + R1 + L2 + R2 and press Δ, X, □, O, O, O

SPEED RACER

Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press Δ; now all of the cars in the game will be available.

Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

• Hold L1 + L2 to race in bright daylight

• Hold R1 + R2 to race at night

• Hold L1 + L2 + R1 + R2 to race at twilight

SPICE WORLD

Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, □, O, □.

Hidden Messages

Also at the "globe" menu, hold the START button and press O, Δ, Δ, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try Δ, Δ, Δ, Δ or □, □, □, □; repeat each code to turn the corresponding message off.

Handbag Code

At the globe menu, hold the START button and press □, Δ, O, Δ. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

Naked Spice Code

At the globe menu, hold the START button and press O, Δ, Δ, O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?



85



WMNNWLHTSCUCLH—Unlock all secret characters and levels
MONSTER_WHEELS—Wheels are double size

SAME_CHARACTER—In two-player mode, both characters can use the same vehicle

REDUCE_GRAVITY—Less gravity
GO_SIGHTSEEING—No enemies in Arcade mode

I_WILL_NOT_DIE—Invincibility
HARDEST_OF_ALL—More difficult enemies

DEADLY_MISSILE—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Secret Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code.

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—MIXED_CARS

Unlock Original Vigilante 8 Levels

At any time during gameplay, press START to pause the game. Press the OPEN on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

PLYHDNGYS—Hidden wrestlers unlocked

CBCKRMS—Special area select

CHT4DBST—Quest cheat enabled

DPLGNGRS—Doppelganger select enabled

NGGDYNLN—Test Case 1 unlocked

PLYNTRCLS—Classic Nitro setting

PRNTMTNM—Momentum print enabled

PRNTSTMN—Stamina print enabled

MKSPRCWS—Bionic created wrestlers

MSKDLTRY—Masked Little Rey Enabled

WCW/NWO THUNDER

Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, L1, L1, L1, R2, R2, R2, L2, L2, L2, SE-LECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

• Big Head—R1, R1, R1, R1, R1, R1, R2, SE-LECT

• Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

- Red Beam—Right, Up, Left, O, Up, O, O
- Restore Energy—R1, Δ, L1, Left, Δ, O, X
- 10 Grenades—R1, X, R1, Right, Δ, Right, Δ
- 10 Missiles—X, O, R1, Right, Δ, X, Δ
- Open all Levels—Up, Left, Down, R2, Right, Δ, X (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option; you can access any stage at the map screen)

WIPEDOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, Δ and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SE-LECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

WIPEDOUT XL

Secret Team

At the main menu, hold L1 + R1 + SELECT and press X, X, X, O, Δ, O. The Piranha team will become available at the Team menu.

Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press Δ, O, Δ, O, Δ. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press Δ, Δ, Δ, O, O, O, Δ)

Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press Δ, X, Δ, O, Δ, X, Δ, O.

Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press Δ, Δ, O, X, Δ, Δ, O, X.

Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, Δ, Δ, O, O, Δ.

Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press Δ, O, X, Δ, O, X, Δ.

Passwords

Enter the following passwords to access two new Race Type options:

Challenge I—□□□□Δ□□□□□□□□□□

Challenge II—□□□□Δ□□□□□□□□□□

Funny Ships

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WIPEDOUT 3

Secret Codes

Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.

W1ZZPIG—Unlock all tracks

JAZZNAZ—Unlock Phantom class

AVINI—Unlock more ships

THEAIR—Unlock all Challenges

BEBEDEE—Speed Pads are white

CANERW—Unlock prototype courses

MOONFACE—Infinite Hyper-thrust

DEPUTY—Infinite random weapons (press □ during the game to obtain a new weapon)

BUNTY—Unlock all tournaments

GEORDE—Infinite shields and Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters

At the main menu, press Right, Right, Right, Left, Left, Left, Left, Δ, O, Δ, O. You'll hear a special sound effect if the code was entered correctly.

WWF IN YOUR HOUSE

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the fol-

lowing cheat codes; the screen will flash to confirm each one:

Invincibility—R2, L2, R2, L2, R1

Charge Combo meter with one hit—R1, L2, R2, L2, Right

Increase damage of each attack—Up, Up, L1, L2, Down

Decrease damage of each attack—Down, Up, L2, Right, Left

Turn off computer control of opponents—Left, Left, Up, Down, R2

Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)

Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility—X, Δ, R2, Up

Stop the Timer—X, Δ, R2, Left

Super Strength—X, Δ, L2, Down

Weaken Opponent—X, Δ, L2, Right

Cancel Active Cheats—□, O, Δ, X

Combo Code

At the player select menu, hold the L1 and R2 buttons and press □, X, O, Δ. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

X GAMES PRO BOADER

Secret Passwords

X O X Δ Δ □—Unlock all normal circuits

Δ X □ X Δ O—Play as Ollie B

Δ X □ X Δ O—Unlock Super Circuit and extra boards

X-MEN VS. STREET FIGHTER

Secret Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press Δ, Right, O, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

• "Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ ↘ + Punch—Ground Pound

↓ ↓ ↘ + Medium Punch—Shoulder Rockets

↓ ↓ ↘ + Fierce Punch—Drill

↓ ↓ ↓ ↘ + any button—Mace

Alternate Chun-Li Costume

Highlight Chun-Li at the character-select screen, hold the SELECT button and press any

action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press Up, Up, Up, O, □, Up, Right, Left. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press Δ, Δ, Δ, Δ, □, Up, Up, Up. You'll hear a special sound effect to confirm the code.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press Up + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold SELECT. Now push any other button (including the L and R buttons) to choose different character colors.

Watch Mode

To watch the computer fighting itself, hold L1+L2+R1+R2+Down on Controller 1 and choose "VS Play."

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold L1+L2+R1+R2+START+SE-LECT; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold L1+L2+R1+R2, then SELECT, then START. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

Flat-Shaded Turbo Mode

The coolest Zero Divide cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold L1+L2+R1+R2 on Controller 1 and press Down. You'll see the words "Shadow Obi" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obi" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obi" option and return the game to normal, just highlight "Match Point", hold L1+L2+R1+R2 and press Down again.

Hidden Game

Put Zero Divide into your PlayStation, hold the SELECT and START buttons on Controller 2 and turn the POWER switch on. Continue to hold the buttons down while the game loads; instead of Zero Divide, you'll get a hidden version of Phalanx, a classic Super NES shooter. Use Controller 2 to play the game.

Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Secret Codes

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT**, **START**, **B**, **A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

KLAX (Game Boy Color version)

Passwords

Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Yellow alien, yellow alien, blue square, green alien—Wave 10 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Green diamond, blue square, green diamond, green alien—Wave 20 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Green alien, red circle, pillar, pillar—Wave 30 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Pillar, green diamond, green diamond, red circle—Wave 40 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Blue square, green diamond, yellow alien, blue square—Wave 50 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, blue square, red circle, green alien—Wave 60 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Red circle, blue square, blue square, pillar—Wave 70 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Pillar, red circle, red circle, pillar—Wave 80 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Yellow alien, green alien, red circle, green diamond—Wave 90 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of Klax"
Yellow alien, pillar, pillar, green alien—Read the real story of Klax
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Furd Herder"

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

LOCK N' CHASE

Extra Mode

When the word "Start" appears at the title screen, press **A**, **A**, **B**, **A**, **B**, **B**; you'll hear a signal to confirm and the word "Extra" will appear in the corner of the screen. Press **START** and you'll begin at Stage 7-1.

LUCKY LUKE

Passwords

Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3
Zoom Mode
Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.
Stage Skip
Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!"

You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the *Kombat Tomb* stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.
Secret Character: Jade
Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "7" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press **Up** once.
 - 2) Highlight the second icon box, press **Up** nine times (or **Down** once).
 - 3) At the third box, press **Up** twice.
 - 4) At the fourth box press **Up** twice.
 - 5) At the fifth box press **Up** three times.
 - 6) At the last box press **Up** four times.
- You'll get a message to confirm proper entry of each code:
- 1 9 2 - 2 3 4—Unlock Reptile
 - 2 0 5 - 2 0 5—Fight against Reptile
 - 0 0 1 - 0 0 1—Unlimited Run
 - 9 8 7 - 1 2 3—No power bars
 - 1 0 0 - 1 0 0—Throwing disabled
 - 0 2 0 - 0 2 0—Blocking disabled
 - 6 8 8 - 4 2 2—Dark Kombat
 - 9 8 5 - 1 2 5—Psycho Kombat
 - 3 3 3 - 3 3 3—Randper Kombat
 - 0 0 0 - 7 0 7—Computer starts with 1/4 life
 - 7 0 7 - 0 0 0—Player 1 starts with 1/4 life
 - 0 0 0 - 0 3 3—Computer starts with 1/2 life
 - 0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords

Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Cream—S W W T C H

MULAN

Passwords

Level 2—J S F P W
Level 3—Q G H X B

NEMESIS

Power-Up Cheat

During the game, press **START** to pause, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **B**, **A**. When you unpause, your ship will

be upgraded will all of the weapon power-ups in the game. Note: This code works only once per stage.

THE NEW ADVENTURES OF

MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Don't—M D G K M Q

NFL BLITZ

Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

- Infinite Turbo—**START**, **START**, **START**, **START**, **START**, **B**, **A**, **A**, **A**, **Up**
- No Fumbles—**START**, **START**, **START**, **START**, **B**, **B**, **A**, **A**, **Down**
- Invisible Receiver—**START**, **START**, **START**, **START**, **B**, **B**, **B**, **A**, **Up**
- No Pointer—**START**, **START**, **START**, **B**, **B**, **B**, **A**, **A**, **Left**
- Start in Overtime—**A**, **A**, **A**, **A**, **Up**
- Parking Lot Field—**START**, **START**, **START**, **B**, **B**, **A**, **A**, **Down**
- Space Field—**START**, **START**, **A**, **A**, **Right**
- Night Game—**START**, **START**, **B**, **B**, **A**, **A**, **Right**
- Predator Mode—**START**, **START**, **START**, **START**, **START**, **B**, **B**, **B**, **A**, **Up**

ODDWORLD ADVENTURES

Super Jump

When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords

Level 2-0—J C B C M
Level 2-1—J M B C C
Level 2-2—J M C C B
Level 2-3—J P C C D
Level 2-4—J T C C J
Level 2-5—J T C C S
Level 2-6—S B C C T
Level 2-7—T B F C Q
Level 3-1—T B K C L
Level 3-2—T B T C B
Level 3-3—T B T D C
Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords

The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

POCAHONTAS

Passwords

Stage 2—K P G X H T 8
Stage 3—C M Q Z B 6 R 1
Stage 4—J W D L F 7 K 5
Stage 5—T G N D X 3 V 9
Stage 6—H F S B D 2 M 6
Stage 7—Q Z J R L 1 W 4
Stage 8—B P X C V 7 Z 3
Colors of the Wind—S D L F T 8 G 2



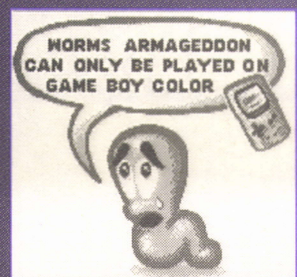
Klax



Rampage 2: Universal Tour



Rampart



Worms: Armageddon

Stage 9—RWHJX9Z5
Stage 10—MVNGB4C6
Stage 11—KQTD3W1
Stage 12—TBRG5H8
Stage 13—QFCMX2B9
Stage 14—VDHKS6L7
Stage 15—BNJH21R9

POPEYE 2 Secret Menu

While the words "Push Start" are flashing at the title screen, press **Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up**. A secret menu called "Popeye 2 Music Island" will appear. Use **Up** or **Down** and the **A** button to sample the game's music, or use **Left** or **Right** and **B** to hear any of the game's sound effects. The "Round" setting is a limited stage-select; press **SELECT** to change the number, then press **START** to begin at any of the following stages:

00—Round 1-1
01—Round 1-2
02—Round 1-3
03—Round 1-4
04—Round 1-1
05—Round 2-2
06—Round 2-3
07—Round 2-4

PRINCE OF PERSIA

Passwords

Level 2—06769075
Level 3—28611065
Level 4—92117015
Level 5—87019105
Level 6—46308135
Level 7—65903195
Level 8—70914195
Level 9—68813685
Level 10—01414654
Level 11—32710744
Level 12—26614774
Battle with Jaffar—98119464
Ending—89012414

Q*BERT

Hidden Movie

At the title screen, press **Right, Up, B, A, Down, Up, B, Down, Up, B**.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Mykus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character except 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the

way up to the number 3 which represents the 25th city in the chosen area.

4-8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press A, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**.

Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Left**.

Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Left, Left, Left**.

THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D
Hospital—T Q M M Y . Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W S Q D

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space

C Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V V L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N J N G—Egg mini game
P R F S F N T S—Ending

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astromurf—The Mysterious Planet

Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords

Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astromurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet

Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SNOW BROS. JR

Invincibility

When the title screen appears, hold **Left, Down, A** and **B** simultaneously. Press **START** to become invincible.

Select Stage

At the title screen, hold **Up, SELECT** and **B**, then press **START**. Choose any stage and press **START** to play.

SPACE INVADERS (Game Boy Color version)

Passwords

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 ? G J M C
Saturn—W S P Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password.

For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press **Up** once
- Highlight the second character, press **Up** twice

- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now you can press **START** to lock in the password.

The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5

Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0

Ship Escape—5 4 3 6

TETRIS BLAST

"Fight 2" Mode

At the title screen, press **B** five times. Then

press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

Scene 2—P B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99

(a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Arcade Mode Passwords

F A S T—Unlock "Medium" courses
F O O D—Unlock "Hard" courses

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.

Tools—5 2 2 6	Pirate—3 6 3 1
Egypt—1 2 4 5	Fruit—1 4 5 1
Hell—2 6 4 3	Alien—3 6 4 4
Treehouse—4 1 3 6	Circuit—4 3 3 3
Garden—5 4 1 3	Medieval—6 3 1 6
Snow—3 2 6 6	
Construction Site—2 2 5 5	

WWF WRESTLEMANIA 2000

Championship Passwords

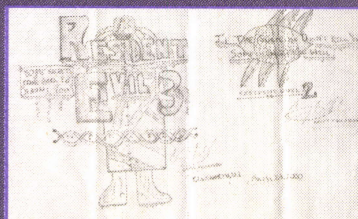
Each of the following passwords will put you only two matches away from fighting against the last opponent, Vince McMahon.
Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

YARS' REVENGE

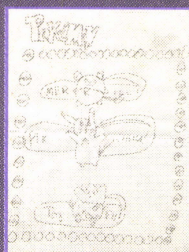
Password

Enter the passcode "O + O + O" to start at any stage up to and including Level 240.

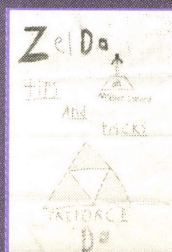
TIPS & TRICKS Reader Art Gallery



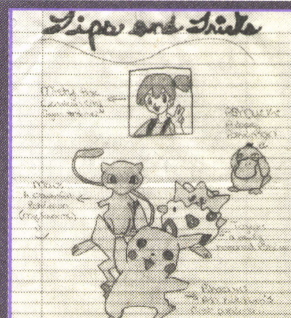
by Casey Follansbee,
Ellsworth, MI



by Miles James,
Broken Arrow, OK



by David Atwood,
Burlington, NJ



by Michael Hill,
Memphis, TN



AERO WINGS

Unlock Everything

Press L + R at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press L, R, L, R, L very quickly and press A. You'll hear a bicycle ring after pressing A if you entered it correctly. Note: If the code is not entered fast enough it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, pressing Y will switch the view to one of the "replay" type cameras like in the game's intro. Pressing B will switch the view to inside the driver's seat, and pressing A will return you to the original view. Additionally, if you press X five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

EXPENDABLE

Secret Codes

Enter each of the following codes during a

game as follows: Press START to pause the game, input the code, then press START again to un-pause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—L, Left, R, Right, X, X, Down, Down, R, L
Invincibility—Up, Down, Left, Right, X, Up, Down, Left, Right, Y
More Grenades—Down, Down, Down, Down, Down, Up, Up, Up, Up, R
More Lives—A, B, X, Y, L, R, Up, Down, Left, Right

More Credits—A, B, Left, A, B, Right, B, A, Down, R
Level Select—Up, Down, Up, Down, Up, Down, Left, Right, Right, Y
Level Skip—Y, Y, X, X, L, R, Down, Down, Up, Up
Watch Ending—L, R, L, Left, Right, Left, Right, Y, X

FIGHTING FORCE 2

Stage Select

At the title screen, press Left, Up, X, Up, Right, Y. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold L + R + Down on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press Left, Left, Right, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold L before the countdown begins. When you see the number "3" on the screen, release L and hold R. When "2" appears, release R and hold L. When "1" appears, release L and hold R again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press START to pause, then enter any of the following codes for different effects. You may also hold R instead of L in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you un-pause the game.

Restore Health—Hold L, press Down, B, Up, Left, Up, Left
Lose Health—Hold L, press Left, B, Up, Up, Down
Max Health—Hold L, press Right, B, Down, Up, Down, Up
Restore Magic—Hold L, press Right, Right,

Left, Y, Right, Down
Max Magic—Hold L, press Y, Right, Down, Right, Up, Y, Left
All Abilities—Hold L, press Up, Up, Down, Right, Right, Left, B, Right, Left, Down
Fire Reaver—Hold L, press Y, Right, Down, B, Up
Aerial Reaver—Hold L, press A, Right, Up, Up, Y, Left, Left, Right, Up
Kain Reaver—Hold L, press A, B, Right, Y, Left, Left, Right, Up
Fire Glyph—Hold L, press Up, Up, Right, Up, Y, X, Right
Force Glyph—Hold L, press Down, Left, Y, Down, Up
Stone Glyph—Hold L, press Down, B, Up, Left, Down, Right, Right
Sound Glyph—Hold L, press Right, Right, Down, B, Up, Up, Down
Water Glyph—Hold L, press Down, B, Up, Down, Right
Sunlight Glyph—Hold L, press Left, B, Left, Right, Right, Up, Up, Left

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Right, X

Roll—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Down, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X
Shadow Lady—Move the cursor to Morrigan, then press:

Up, Right, Right, Down, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, X
Orange Venom—Move the cursor to Chun-Li, then press:

Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up, X
Orange Hulk—Move the cursor to Chun-Li, then press:

Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Left, Up, X
Gold War Machine—Move the cursor to Zangief, then press:
Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—START + Light P. + Medium P. + Heavy P.
Arthur—START + Light P. + Medium P.
Colossus—START + Light P. + Medium P. + Medium K.
Cyclops—START + Light P. + Medium P. + Medium K.
Devilot—START + Medium P. + Heavy P.
Iceman—START + Medium P. + Medium K.
Jubilee—START + Medium P. + Heavy P. + Light K.
Juggernaut—START + Light P. + Medium K.
Lou—START + Medium P.
Magneto—START + Heavy P. + Light K.
Michele Heart—START + Light P. + Light K.
Psylocke—START + Medium K.
Pure & Fur—START + Light K.
Rogue—START + Light P. + Medium P. + Heavy P. + Light K.
Saki—START + Heavy P.
Sentinel—START + Medium P. + Heavy P. + Medium K.
Shadow—START + Light P. + Heavy P. + Medium K.
Storm—START + Light P. + Heavy P. + Light K.
Thor—START + Medium P. + Light K.
Ton Pooh—START + Light P. + Heavy P.
Unknown Soldier—START + Light P.
U.S. Agent—START + Heavy P. + Medium K.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press Up, Down, Down, Left, Left, Right, Right. You should hear a low chuckle after pressing Down the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press START to reach the main menu, then press Block + Run (L + R in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

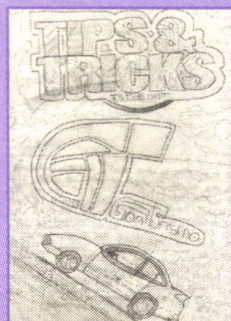
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:

Sektor—Hold Block + Run, press Up, Up, Up, Up, Left, Left, Left, Left, press A, B, X, or Y
Goro—Hold Block + Run, press Up, then Left, then press A, B, X, or Y
Noob Saibot—Hold Block + Run, press Up, Up, Left, Left, Left, Left, then press A, B, X, or Y
View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the R button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

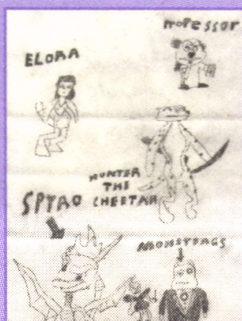
When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same



by Aaron Eklove,
Vancouver, WA



by Chris Toepfer,
Bayside, WI



by Daniel Pensinger,
South Wayne, IN



by Danny Turkal,
Sussex, WI



code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

- 001—Unlimited Run
- 323—Kombat Zone: Church
- 343—Kombat Zone: The Netherrealm
- 353—Kombat Zone: Soul Chamber
- 363—Kombat Zone: Ladder7
- 321—Big Head Mode Active
- 111—Free Weapon
- 100—Throwing Disabled
- 444—Armed and Dangerous
- 666—Silent Kombat
- 050—Explosive Kombat
- 222—Random Weapons
- 123—No Power
- 555—Many Weapons
- 002—Weapon Kombat
- 012—Noob Sabot Mode
- 020—Red Rain
- 010—Maximum Damage Disabled
- 110—Throwing and Max. Damage Disabled
- 011—Kombat Zone: Goro's Lair
- 022—Kombat Zone: The Well
- 033—Kombat Zone: Elder Gods
- 044—Kombat Zone: The Tomb
- 055—Kombat Zone: Wind World
- 066—Kombat Zone: Reptile's Lair
- 101—Kombat Zone: Shaolin Temple
- 202—Kombat Zone: Living Forest
- 303—Kombat Zone: The Prison
- 313—Kombat Zone: Ice Pit

NBA 2K

Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

- Unlock Insomniacs Teams—D E V D U E S
- Enable Huge Players—M O N S T E R
- Enable Micro Players—L I T T L E G U Y
- Enable Doughboy Players—D O U G H B O Y
- Enable Squished Players—S Q U I S H Y
- Enable Giant Heads—F A T H E A D
- Enable Big Feet—B I G F O O T
- Enable Huge Basketball—B E A C H B O Y S
- Enable Ouchy Coaches—C O A C H O U C H
- Secret Message—H I M O M

NBA SHOWTIME: NBA ON NBC

Secret Characters

To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.

- KERRI—0220
- KERRI—1111
- LIA—0712
- LIA—1111
- RETRO—1970
- PINTO—1966
- HORSE—1966
- SMALLS—0856
- BIGGY—0958
- NIKKO—6666
- OLDMAN—2001
- CRISPY—2084
- JACKO—1031
- THEWIZ—1136
- THEREF—7777
- HAWK—0322
- BENNY—0503
- HORNET—1105
- ROCKY—0201
- TURBO—1111
- BOOMER—0604
- CRUNCH—0503
- SLY—6765
- GORILA—0314

- SASQUA—7785
- RAPTOR—1020
- BEAR—1228
- TURMEL—0322
- GATSON—1111
- GUIDO—6765
- DANIEL—0604
- JAPPLE—6660
- JASON—3141
- SAL—0201
- JENIFR—3333
- JENIFR—1111
- E GEER—1105
- MATT G—1006
- TIMMYB—3314
- GENTIL—1228
- ROOT—6000
- JONHEY—8823
- ELOFF—2181
- LYNCH—3333
- PAULO—0517
- GRINCH—0222
- LEX—0014
- DIMI—0619
- DAVE—1104
- STRAT—2112
- CMSVID—0000
- BETHAN—1111
- STENTR—0269
- LIPTAK—0114
- THOMAS—1111
- TIMK—7785
- WIL—0101
- CUTLER—1111
- CHAD—0628
- TIMCRP—6666

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

- Left Team's Court—Up + Turbo
- Right Team's Court—Down + Turbo
- Street Court—Left + Turbo
- Island Court—Right + Turbo
- Midway Court—Up + Shoot + Pass
- NBC Court—Down + Shoot + Pass

Secret Codes

At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press Right. A message will appear to confirm each code.

- Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
- No Hotspots—2-0-1-Up
- Tournament Mode—1-1-1-Down
- Show Shot %—0-0-1-Down
- Show Hotspot—1-0-0-Down
- Big Heads—2-0-0-Right
- ABA Ball—2-3-2-Right
- Team Uniform—4-0-0-Right
- Home Uniform—4-1-0-Right
- Away Uniform—4-2-0-Right
- Alternate Uniform—4-3-0-Right
- Midway Uniform—4-0-1-Right
- Snow—1-2-1-Left
- Blizzard—1-3-1-Left
- Rain—1-4-1-Left
- Fog—1-2-3-Up
- Thick Fog—1-2-3-Down
- Swamp Fog—1-2-3-Right

Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu:

- L A R D—Fat players
- S Q U E E K Y—Announcer's voice is higher pitched and faster
- T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
- D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
- S U P E R S T A R S—"Super Stars" team becomes selectable
- S C R A W L—Different screen font

NFL BLITZ 2000

Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character. You'll hear the announcer say "Lights out baby!" after you enter a correct name and PIN.

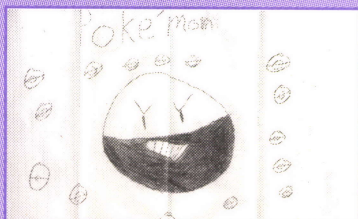
- PUNKR—1221
- PUNKB—2112
- SHRUNK—6666
- EDDIE—3333
- MXV—1014
- BOXER—2111
- DINO—1111
- SMILE—1111
- SAD—1111
- PIRATE—1111
- ALIEN—1111
- TREX—1111
- MOOSE—1111
- RALPH—1111
- CURTIS—1111
- BRAIN—1111
- RAIDEN—3691
- SHINOK—8337
- SKULL—1111
- LEX—7777
- THUG—1111
- TURMEL—0322
- DANIEL—0604
- JASON—3141
- JAPPLE—6660
- JENIFR—3333
- GENTIL—1111
- LUIS—3333
- ROOT—6000
- SAL—0201
- FORDEN—1111
- GRINCH—0222
- GUMBY—8698
- GUIDO—2222

Hide Receiver Name—1-0-2-Right

- Field: Wet—5-5-5-Right
- Weather: Clear—2-1-2-Left
- Field: Muddy—5-2-5-Down
- Unlimited Throw Distances—2-2-3-Right
- Secret Codes
- Power Passing (2-player agreement)—4-2-3-Right
- No CPU Assistance (2-player agreement)—0-1-2-Down
- No Random Fumbles—4-2-3-Down
- No Highlighting on Target Receiver—3-2-1-Down
- No Punting—1-5-1-Up
- No Interceptions—3-4-4-Up
- No First Downs—2-1-0-Up
- No Play Selection (2-player agreement)—1-1-5-Left
- Invisible—4-3-3-Up
- Smart CPU Opponent (in a 1-player game)—3-1-4-Down
- Show More Field (2-player agreement)—0-2-1-Right
- Show Field Goal %—0-0-1-Down
- Tournament Mode (in a 2-player game)—1-1-1-Down
- Power-up Offense—3-1-2-Up
- Power-up Defense—4-2-1-Up
- Power-up Teammates—2-3-3-Up
- Power-up Speed (2-player agreement)—4-0-4-Left
- Power-up Blockers—3-1-2-Left
- Infinite Turbo—5-1-4-Up
- Late Hits—0-1-0-Up
- Super Blitz (2-player agreement)—4-4-4-Up
- Deranged Blitz (in a 1-player game)—2-1-2-Down
- Ultra Hard Blitz (in a 1-player game)—3-2-3-Up
- Super Blitzing—0-4-5-Up
- Hyper Blitz (2-player agreement)—5-5-5-Up
- Fast Passes—2-5-0-Left
- Fast Turbo Running—0-3-2-Left
- Super Field Goals—1-2-3-Left
- Allow Stepping Out of Bounds—2-1-1-Left
- Always QB—2-2-2-Left
- Red, White and Blue Ball—3-2-3-Left
- Unidentified Ball Carrier—5-2-2-Down
- Cardinals Playbook—1-0-1-Left
- Falcons Playbook—1-0-2-Left
- Ravens Playbook—1-0-3-Left
- Bills Playbook—1-0-4-Left
- Panthers Playbook—1-0-5-Left
- Bears Playbook—1-1-0-Left
- Bengals Playbook—1-1-2-Left
- Browns Playbook—1-1-3-Left
- Cowboys Playbook—1-1-4-Left
- Broncos Playbook—1-1-5-Right
- Lions Playbook—1-2-1-Left
- Packers Playbook—1-2-2-Left
- Colts Playbook—1-2-3-Up
- Jaguars Playbook—1-2-4-Left
- Chiefs Playbook—1-2-5-Left
- Dolphins Playbook—1-3-1-Left
- Vikings Playbook—1-3-2-Left
- Patriots Playbook—1-3-3-Left
- Saints Playbook—1-3-4-Left
- Giants Playbook—1-3-5-Left
- Jets Playbook—1-4-1-Left
- Raiders Playbook—1-4-2-Left
- Eagles Playbook—1-4-3-Left
- Steelers Playbook—1-4-4-Left
- Chargers Playbook—1-4-5-Left
- 49ers Playbook—1-5-1-Left
- Seahawks Playbook—1-5-2-Left
- Rams Playbook—1-5-3-Left
- Buccaneers Playbook—1-5-4-Left
- Titans Playbook—1-5-5-Left
- Redskins Playbook—2-0-1-Left

TIPS & TRICKS

Reader Art Gallery



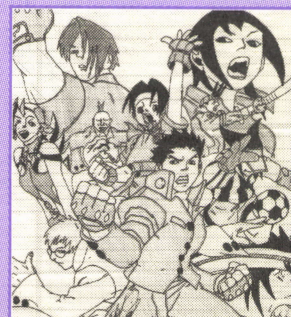
by Michael Snow,
Petaluma, CA



by Dustin Agell,
Corpus Christi, TX



by Jeremy Labove,
Vinton, LA



by Joshua Guzman,
Orlando, FL



NFL QUARTERBACK CLUB 2000

Cheat Passcodes

Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.

Rugby mode—r g b y
Slow motion mode—f r s t g m p
More fumbles—b t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f l b b r
Smoking players—h s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w
Giant coin at coin toss—b g m n y

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.

RUMBLE POWER—Bronze Class. In Arcade mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD 51—Champ Class. In Arcade mode, all boxers are also unlocked.

Two-Player Ring Codes

In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:

R—Championship arena

L—Two tier arena

R + L—Gym

Change Costume Colors

At the boxer selection screen, press X + Y to change the currently-selected boxer's colors.

Change Cornerman's Voice

The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the X button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.

X + Up—Irish accent

X + Left—New York accent

X + Right—African-American accent

X + Down—Hispanic accent

Also, to change the voice to a high-pitched version of the Irish accent, hold L + R + X until you hear a special sound effect.

SEGA RALLY 2

30 FPS Mode

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Up. You'll hear a sound effect to confirm. During races, the

game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Down. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold L + R and press B on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold L + R and press the X button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold L + R and press A on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game

Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called Chao Puzzle on that controller when you start a game.

SOUL FIGHTER

Secret Codes

At the title screen, hold Left + Y. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect.

Extra energy—A B X X Y A

Max. weapons—X A A Y B B

Level 2—A A B X Y A

Level 3—X A Y A A B

Level 4—Y Y B A X A

Level 5—B B X X Y Y

Level 6—X A X B Y Y

Level 7—A B X B Y B

Level 8—Y B B A X Y

Level 9—B Y A A X B

Level 10—X A B B A X

Level 11—Y B Y X A B

Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.

Unlock cars and tracks—B, Right, B, Right, Up, B, Up

Infinite nitro—Down, Up, Down, Up, A, X, A
Skip current class (Championship Mode only)—Down, Right, Down, Right, A, X, A
Gain \$100,000 (Championship Mode only)—A, Right, A, Right, Up, B, A

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

Unlock all tracks—E R E R T H

Unlock all cars—D F G Y

Unlock all Challenges—P O I O P

Unlock "Stop The Bomber"—R F G T R

Freeze time limit—F F O E M I T

6,000,000 credits—A K J G Q

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press Y and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press L or R to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOY COMMANDER

Secret Codes

While in the middle of a mission, press START to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.

Max. Fuel—Hold L, press B, Y, A, X, B, X

Repair Toy—Hold L, press A, X, B, Y, A, Y

Power-Up Machine Gun—Hold L, press B, A, Y, X, A, B

Power-Up Special Weapon—Hold L, press X, A, Y, B, A, X

99 Special Weapons—Hold L, press A, B, X, Y, B, A

Unlock All Missions—Hold L, press A, Y, X, B, Y, X

Y, X

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Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

Hover higher—HI_CEILING

Unlock original V8 levels—OLD_LEVELS

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY

Super missiles—BLAST_FIRE

Attract enemies—UNDER_FIRE

Select same cars in multi-player—

MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press START. Then move the cursor to Lau and press START. Next, move the cursor to Pai, hold START and press X.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press START. Then move the cursor to Lion and press START. Next, move the cursor to Pai and press START. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press Down, Up, Right, Left, START; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press START. Then, move the cursor to the next team specified, and press START again. When you press START for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C. Sega—France, Chile, South Africa, England, Germany, Argentina.

Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold START and press A.

WILD METAL

Cheat Codes

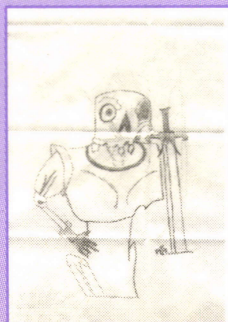
Enter these codes anytime during gameplay using the D-pad (not the analog joystick):

Invincibility—Y, Right, B, Left, X, Down
Full health—Down, Down, A, X, B, X
All weapons—A, A, Right, Y, A, Right
Speed boost—Up, X, Down, B, A, Y
Show all Power Core locations—Y, B, A, Left, Down, Down
Enemies don't attack—B, Down, A, Down, X, Y

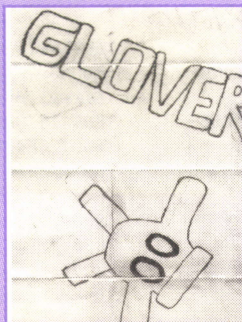
ZOMBIE REVENGE

Alternate Costume

At the character select screen, hold START and press B. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



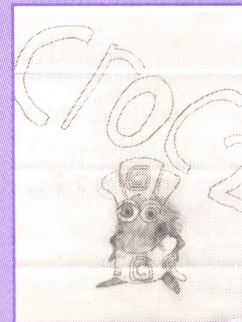
by Randy Mitchell,
Magnolia Springs, AL



by Steven Virgil,
Mansfield, TX



by Wesley Keith,
Quartz Hill, CA



by Niles Woodson,
Gainsville, FL

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

Ace Combat 3: Electrosphere

Army Men: Sarge's Heroes

Deception 3: Dark Delusion

Die Hard Trilogy 2

D0081E84-006D + 800FC038-647C—Infinite time, driving mode
D0081E84-006D + 800FA290-1388—Infinite nitros, driving mode

Hot Shots Golf 2

D2046B5E-FFFF + 80046B5E-FFFF—Unlock all characters
D3046A66-0001 + 80046A66-0001—Player 1 hole in one, Hole 1
D3046A68-0001 + 80046A68-0001—Player 1 hole in one, Hole 2
D3046A6A-0001 + 80046A6A-0001—Player 1 hole in one, Hole 3
D3046A6C-0001 + 80046A6C-0001—Player 1 hole in one, Hole 4
D3046A6E-0001 + 80046A6E-0001—Player 1 hole in one, Hole 5
D3046A70-0001 + 80046A70-0001—Player 1 hole in one, Hole 6
D3046A72-0001 + 80046A72-0001—Player 1 hole in one, Hole 7
D3046A74-0001 + 80046A74-0001—Player 1 hole in one, Hole 8
D3046A76-0001 + 80046A76-0001—Player 1 hole in one, Hole 9
D3046A78-0001 + 80046A78-0001—Player 1 hole in one, Hole 10
D3046A7A-0001 + 80046A7A-0001—Player 1 hole in one, Hole 11
D3046A7C-0001 + 80046A7C-0001—Player 1 hole in one, Hole 12
D3046A7E-0001 + 80046A7E-0001—Player 1 hole in one, Hole 13
D3046A80-0001 + 80046A80-0001—Player 1 hole in one, Hole 14
D3046A82-0001 + 80046A82-0001—Player 1 hole in one, Hole 15
D3046A84-0001 + 80046A84-0001—Player 1 hole in one, Hole 16
D3046A86-0001 + 80046A86-0001—Player 1 hole in one, Hole 17
D3046A88-0001 + 80046A88-0001—Player 1 hole in one, Hole 18
D3046A8C-0001 + 80046A8C-0001—Player 2 hole in one, Hole 1
D3046A8E-0001 + 80046A8E-0001—Player 2 hole in one, Hole 2
D3046A90-0001 + 80046A90-0001—Player 2 hole in one, Hole 3
D3046A92-0001 + 80046A92-0001—Player 2 hole in one, Hole 4
D3046A94-0001 + 80046A94-0001—Player 2 hole in one, Hole 5
D3046A96-0001 + 80046A96-0001—Player 2 hole in one, Hole 6
D3046A98-0001 + 80046A98-0001—Player 2 hole in one, Hole 7
D3046A9A-0001 + 80046A9A-0001—Player 2 hole in one, Hole 8
D3046A9C-0001 + 80046A9C-0001—Player 2 hole in one, Hole 9
D3046A9E-0001 + 80046A9E-0001—Player 2 hole in one, Hole 10
D3046AA0-0001 + 80046AA0-0001—Player 2 hole in one, Hole 11
D3046AA2-0001 + 80046AA2-0001—Player 2 hole in one, Hole 12
D3046AA4-0001 + 80046AA4-0001—Player 2 hole in one, Hole 13

D3046AA6-0001 + 80046AA6-0001—
Player 2 hole in one, Hole 14
D3046AA8-0001 + 80046AA8-0001—
Player 2 hole in one, Hole 15
D3046AAA-0001 + 80046AAA-0001—
Player 2 hole in one, Hole 16
D3046AAC-0001 + 80046AAC-0001—
Player 2 hole in one, Hole 17
D3046AAE-0001 + 80046AAE-0001—
Player 2 hole in one, Hole 18
D1046B5E-FC19 + 80046B5E-FC19—
Player 1 Stroke Play total -327
D1046B5E-0001 + 80046B5E-0001—
Player 1 wins Match Play
D1046B5E-FFFF + 80046B5E-FFFF—
Player 2 wins Match Play
D20D364E0-001 + 800D364E-0001—Un-
lock Semi-Pro
D20D364E0-002 + 800D364E-0002—Un-
lock Pro
D20D364E-0003 + 800D364E0-003—Un-
lock Tour Pro
D20D364E-0004 + 800D364E-0004—Un-
lock Top Pro
80046BD0-270F—Max. Spring points
Amateur/Top Pro
80046BD2-270F—Max. Spring points
Semi-Pro
80046BD4-270F—Max. Spring points
Pro
80046BD6-270F—Max. Spring points
Tour Pro
80046BD8-270F—Max. Summer points
Amateur/Top Pro
80046BDA-270F—Max. Summer points
Semi-Pro
80046BDC-270F—Max. Summer points
Pro
80046BDE-270F—Max. Summer points
Tour Pro
80046BE0-270F—Max. Fall points Amat-
uer/Top Pro
80046BE2-270F—Max. Fall points Semi-
Pro
80046BE4-270F—Max. Fall points Pro
80046BE6-270F—Max. Fall points Tour
Pro
80046BE8-270F—Max. Winter points
Amateur/Top Pro
80046BEA-270F—Max. Winter points
Semi-Pro
80046BEC-270F—Max. Winter points
Pro
80046BEE-270F—Max. Winter points
Tour Pro
D004AD08-000F + 8004666C-0012—
Press R1+R2+L1+L2 to end tournament

NBA Shootout 2000

801E45C4-0320—Infinite creation points
50000A02-0000 + 801E454C-6363—
Maxed-out stats
800176E0-0000 + 800176E2-0000 +
800176E4-0000 + 800176E8-0000 +
800176EA-0000 + 800176EC-0000—
Home team scores 0
80017720-0000 + 80017722-0000 +
80017724-0000 + 80017728-0000 +
8001772A-0000 + 8001772C-0000—
Away team scores 0



300E6782-0000—Home team 0 timeouts
 300E6780-0000—Away team 0 timeouts
 800EB0A8-0019—Infinite shot clock
 800176E0-0000 + 800176E2-0000 +
 800176E4-0096 + 800176E8-0000 +
 800176EA-0000 + 800176EC-0096—
 Home team scores 150
 80017720-0000 + 80017722-0000 +
 80017724-0096 + 80017728-0000 +
 8001772A-0000 + 8001772C-0096—
 Away team scores 150
 300E6782-0003—Home team infinite
 timeouts
 300E6780-0003—Away team infinite
 timeouts

NHL Blades of Steel 2000

80133D6C-0000—Home team always
 scores 0
 80133D6C-000A—Home team always
 scores 10
 80133D40-0000—Away team always
 scores 0
 80133D40-000A—Away team always
 scores 10

Renegade Racers

D00AB554-0001 + 800AB554-0003 +
 D00AB554-0001 + 800AB556-0003—
 Start on 3rd lap
 800ABAF8-0004 + 800ABAF4-0003—Al-
 ways have missiles in first slot
 800AB80A-2F00—Jump distance com-
 plete
 800AB81-C3E8—1,000 pts. collected
 8001B838-0800—Infinite health, Player 1
 800AB83C-03E8—1,000 items collected
 80091AB8-01FF—Enable Franklin Stein
 80091ABC-FF01—Enable Mastov Kart-
 nov
 80091ABE-01FF—Enable Sparks
 80091AC2-FF01—Enable Chase Rain-
 bow
 80091AC4-01FF—Enable the Mummy
 80091AC8-FF01—Enable Buck Billion-
 aire

Sammy Sosa Softball Slam

800AFD44-0000—Never strike out (both
 teams)
 800B21B0-0063 + 800AFD50-0063—First
 team has 99 runs
 800B21B4-0063—First team has 99 hits
 800AFDB0-0063 + 800AFD4C-0063—
 Second team has 99 runs
 800AFDB4-0063—Second team has 99
 hits

Spyro 2: Ripto's Rage

8006712C-0063—Infinite lives
 8006A2480-003—Infinite health
 80064682-0001—Have swim/dive
 learned
 80064686-0001—Have climb learned
 8006468A-0001—Have headbash learned
 800670CC-FFFF—Max. Gems
 3006702C-00FF—Max. Orbs
 D00683A0-0020 + 3006A1C9-000F—
 Have spit fire breath

50000F02-0000 + 8006B084-0101—Un-
 lock all levels—

Supercross Circuit

80042072-2400—Stop race timer
 800522D8-FFFF—Infinite cash
 800522D8-967F + 800522DA-0098—Max.
 cash
 80052318-FFFF—Max. season points
 80052106-0003—Infinite retries
 800520F4-0601 + 800520FC-003F—Un-
 lock Freeride/Bonus stuff
 800522E0-0105—Unlock all series

Syphon Filter 2

80116690-FFFF—Infinite time
 801AC556-0258 + 801A91EE-0258—Infi-
 nite armor
 8012a5c2-0063 + 8012A5CA-0063 +
 8012A5DA-0063 + 8012A5EE-0063 +
 8012A5C6-0063 + 8012A612-0005—Infi-
 nite ammo at weapon pick-up
 801F9958-08AD—Stop timer, Level 2

TNN Motorsports: Hardcore TR

80022D10-000C—Enable extra trucks
 (Arcade mode)
 800228DA-0003—Enable all tracks (Ar-
 cade mode)
 800228DC-0003 + 800228DE-0003 +
 800228E0-0003 + 800228E2-0003 +
 800228E4-0003 + 800228E6-0003 +
 800228E8-0003 + 800228EA-0003 +
 800228EC-0003—Enable all tracks (Ar-
 cade mode)
 80022D66-0101 + 80022D68-0101—En-
 able all seasons (Championship mode)
 80022D18-FFFF + 80022D1A-FFFF—En-
 able all vehicles (Championship mode)

Nintendo 64

Hydro Thunder

F124FFA0-2400—Enable code (must be
 entered)
 812C4C96-0001—Place 1st
 802C4C9D-00FF—Infinite turbo
 812B5C94-0101 + 812B5C96-0101 +
 812B5C98-0101 + 812B5C9A-0101 +
 812B5C9C-0101 + 812B5C9E-0101 +
 812B5CA0-0101—Enable all tracks
 812B5CA2-0101 + 812B5CA4-0101 +
 812B5CA6-0101 + 812B5CA8-0101 +
 812B5CAA-0101 + 812B5CAC-0101 +
 812B5CAE-0101—Enable all boats

Jeremy McGrath Supercross 2000

800711E7-00FF—Extra points
 81071832-0001—Enable Tabletop
 freestyle
 81071834-0001—Enable Chasm
 freestyle
 81071838-0001—Enable Jim Jam
 freestyle
 8107183C-0001—Enable Moon freestyle

Pokémon Stadium

DE000400-0000—Enable code; must be
 on

81285A18-03E7—Infinite HP in battle,
 all Pokémon (Player 1)
 81286438-03E7—Infinite HP in battle,
 all Pokémon (Player 2)
 810AE586-03E7—Pokémon 1 max. HP
 (Player 1)
 810AE5DA-03E7—Pokémon 2 max. HP
 (Player 1)
 810AE62E-03E7—Pokémon 3 max. HP
 (Player 1)
 810AE7A2-03E7—Pokémon 1 max. HP
 (Player 2)
 810AE7F6-03E7—Pokémon 2 max. HP
 (Player 2)
 810AE84A-03E7—Pokémon 3 max. HP
 (Player 2)
 810AE580-FFFF + 810AE582-FFFF—
 Pokémon 1 infinite spells (Player 1)
 810AE5D4-FFFF + 810AE5D6-FFFF—
 Pokémon 2 infinite spells (Player 1)
 810AE628-FFFF + 810AE62A-FFFF—
 Pokémon 3 infinite spells (Player 1)
 810AE79C-FFFF + 810AE79E-FFFF—
 Pokémon 1 infinite spells (Player 2)
 810AE7F0-FFFF + 810AE7F2-FFFF—
 Pokémon 2 infinite spells (Player 2)
 810AE844-FFFF + 810AE846-FFFF—
 Pokémon 3 infinite spells (Player 2)

Virtual Chess 64

810E6290-0001—Debug mode

Game Boy

ECW Hardcore Revolution

01BF-86C4—Infinite energy, Player 1
 0100-86C5—No energy, Player 2
 01BF85C4—Infinite spirit, Player 1
 0100-85C5—No spirit, Player 2

Elmo in Grouchland

0103-C7DA—Infinite lives

Gex 3: Deep Pocket Gecko

01FF-AFDC—Max. feet
 01FF-68DC—Max. butterflies

Magical Tetris Challenge

0112-25CE—Quick win for Updown
 Tetris
 0199-25CC + 0199-26CC—Max. lines
 0199-7BC6 + 0199-7CC6 + 0199-7DC6—
 Max. Score
 0166-FFC6—All coins

The New Adventures of Mary-Kate & Ashley
 0107-6ADC—Infinite lives

Mission: Impossible

0109-23DB—Infinite lives
 0103-18DB—Bullet-proof vest

Space Invaders (Game Boy Color version)

0101-84D9—Infinite shields
 0103-E1D9—Infinite lives

Toy Story 2

0105AAC6—Infinite health
 0109-D4C6—Infinite lives



TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

GRAND PRIX GOLF-O-RAMA

1500 NW First Street • Dania, FL 33004 • (954) 921-1411

GAME	HI SCORE	NAME
Galaga	8,600,380	SMK
Robotron 2084 (marathon)	165,300,400	SMK
Street Fighter Alpha 3	18 WINS	Victor Olivares
Street Fighter Alpha 3	16 wins	Angel Mateo
Street Fighter Alpha 3	3,600,500	Nelson Santamaria

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Street Fighter EX 2+	31 wins	Adam Hernanadez
Street Fighter EX 2+	22 wins	Ari Weintraub
Dead or Alive 2	39 wins	Ari Weintraub
Marvel vs. Capcom 2	28,567,000	DC
Marvel vs. Capcom 2	27 wins	Ari Weintraub
Tekken Tag Tournament	56 wins	Ari Weintraub

GATORCADE

1728 West University Drive • Gainesville, FL 32603 • (352) 376-8442

GAME	HI SCORE	NAME
Area 51: Site 4	1,750,500	AAA
Frogger	17,390	BIL
Golden Tee '99	-23	CDY
Medieval Madness (Pinball)	201,927,220	GUS
Monster Bash (Pinball)	740,002,890	RON
Raiden Fighters	26,688,060	BEN
Soul Calibur	2'59"82	DAN
Star Wars Trilogy	2,884,900	BSG
Tekken Tag Tournament	3'56"58	HSH
Viewpoint	284,850	SMD



ALADDIN'S CASTLE

7700 East Kellogg Drive • Wichita, KS 67207 • (316) 681-3671

GAME	HI SCORE	NAME
Crazy Taxi	\$55,333.70	Jon Walker
Crisis Zone	3,786,990	Joshua Nielsen
Street Fighter III: 3rd Strike	1,245,702	Kelly Rice
Shoot Away II	2,360	Kelly Rice

SHATTO 39 LANES

3255 W. 4th Street • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Street Fighter III: 3rd Strike	9,846,900	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,209,700	MORRO
Street Fighter III: 3rd Strike	6,890,400	George Posadas
Street Fighter III: 3rd Strike	5,000,000	ADOLFO
Street Fighter III: 3rd Strike	58 wins	J.R. Rodriguez
Street Fighter III: 3rd Strike	32 wins	George Posadas
Street Fighter III: 3rd Strike	24 wins	MORRO
Street Fighter III: 3rd Strike	12 wins	JULIO
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Street Fighter III: 2nd Impact	9,000,000	MARCO

FUN-O-RAMA

7795 W. Flagler Street No. 5 • Miami, FL 33165 • (305) 266-8867

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	18,850,700	DAV
Marvel vs. Capcom 2	15,365,200	PGA
Marvel vs. Capcom 2	13,300,000	PGA
Marvel vs. Capcom 2	11,990,750	RKA
Marvel vs. Capcom 2	10,450,000	DOG

ALADDIN'S CASTLE

6305 West Newberry Road • Gainesville, FL 32605 • (352) 331-8674

GAME	HI SCORE	NAME
Crisis Zone	4,285,250	ECK
Galaga	278,140	Daniel DeAguiar
Jambo Safari	298,780	Evan Flaxman
Ms. Pac-Man (fast)	262,150	Billy Pitt
Point Blank 2	165,699	ECK
Silent Scope (story mode)	2,311,200	EMF
Silent Scope (shooting range)	42,500	EMF
Star Wars Trilogy	3,287,300	MZT
Tekken Tag Tournament	2'05"15	Dave Eccleston
Time Crisis 2	1,234,480	ECK



FRIAR TUCK'S GAME ROOM

674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Crus'n Exotica (Alaska)	1:23'73	Sould
Crus'n Exotica (Amazon)	1:14'26	Sould
Crus'n Exotica (Atlantis)	1:25'21	Sould
Crus'n Exotica (Holland)	1:41'98	Kurt
Crus'n Exotica (Hong Kong)	1:34'73	Sould
Crus'n Exotica (India)	1:12'56	Wil
Crus'n Exotica (Ireland)	1:27'45	Kurt
Crus'n Exotica (Korea)	1:19'84	Kurt
Crus'n Exotica (Las Vegas)	1:31'85	Sould
Crus'n Exotica (Mars)	1:33'85	Sould

ALADDIN'S CASTLE

8300 Sudley Road Space F-12 • Manassas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP

DIAMOND JIM'S

2785 Montgomery Mall • Montgomery, AL 36116 • (334) 284-4439

GAME	HI SCORE	NAME
Alpine Racer 2	1:46'193	Tommy Davenport
Alpine Racer 2	1:46'140	N. Zimmerman
Crazy Taxi	\$3,183.52	Leon Brasington
Crazy Taxi	\$17,215.81	Nathaniel
Crazy Taxi	\$2,764.61	Tommy Davenport
X-Men vs. Street Fighter	1,129,800	William Rhodes
Ms. Pac-Man (turbo)	166,400	Candace
Ms. Pac-Man (turbo)	135,160	George Lee
Ms. Pac-Man (turbo)	109,520	Shirley Burton
Marvel vs. Capcom	1,119,300	Shirley Burton

NAMCO'S CYBERSTATION

1056 Newgate Mall • Ogden, UT 84405 • (801) 392-1750

GAME	HI SCORE	NAME
Rush 2049 (Track 1)	2:48'01	Robert Davidson
Rush 2049 (Track 2)	3:53'56	Robert Davidson
Rush 2049 (Track 3)	3:56'18	Robert Davidson
Rush 2049 (Track 3)	3:41'46	Aaron Levitt
Ms. Pac-Man (Turbo)	89,880	Kevin Lee
Tekken Tag Tournament	6:28'00	Carl Stockstill
Crisis Zone	16:15'00	Adam Uppahad

ALL AMUSEMENT CENTER

7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

GAME	HI SCORE	NAME
Tekken Tag Tournament	32 wins	George Alfonso
Tekken Tag Tournament	2:37'81	Mark Jingco
Hydro Thunder (Nile Adventure)	3:11'01	Mark Jingco
Hydro Thunder (Lake Powell)	3:11'01	MMJ
Hydro Thunder (Venice Canals)	1:38'13	MMJ
Marvel vs. Capcom 2	36 wins	Jason Wilson

DIAMOND JIM'S

2785 Montgomery Mall • Montgomery, AL 36116 • (334) 284-4439

GAME	HI SCORE	NAME
Cruis'n World (Hawaii)	1:43'90	Shirley Burton
Cruis'n World (Australia)	1:32'85	Shirley Burton
Cruis'n World (Germany)	1:43'20	Shirley Burton
Cruis'n World (Italy)	1:38'76	Shirley Burton
Cruis'n World (Mexico)	1:45'36	Shirley Burton
Cruis'n World (Florida)	1:32'47	Shirley Burton
Cruis'n World (Total Time)	24:08'18	Shirley Burton

SILVER COIN FUN CENTER

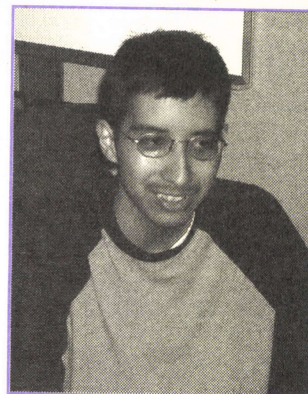
1005 South Center Mall • Seattle, WA 98188 • (206) 246-2107

GAME	HI SCORE	NAME
Street Fighter Alpha 3	8,206,800	???
Star Wars Trilogy	2,937,300	Jason
Tekken Tag Tournament	3:27'11	Noel Singler
Strikers 3	610,000	Joseph Cho

TILT

1110 Quincy Ave Unit 9 • Ottumwa, IA 52501 • (515) 682-1108

GAME	HI SCORE	NAME
Tekken Tag Tournament	4:54'00	Rony Magnusen
Rage in the Cage 2	158 points	Jason Willette
Hoop Shot	58 points	Jason Willette
Tekken 3	2:34'00	Robert Connell



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call *Tips & Tricks*! We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO

1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific
Standard Time for live information, 24 hours for autom-
ated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, \$1.40/minute live,
\$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card
recharge.
(Canada): \$1.50/minute for automated hints

ACCLAIM

1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWARE CORP.

1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded infor-
mation; \$1.35/minute for live help
(Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS

1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMS

1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERPLAY

1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

KONAMI

1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year;
live assistance Monday through Friday, 9 AM to 5:30 PM
(Pacific Standard Time)
COST: 95¢/minute for automated help; \$1.25/minute for
live assistance

LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

MIDWAY

1-903-874-5092
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help avail-
able 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO

1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; \$1.15/minute for
live assistance

NINTENDO

1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,
6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): \$1.50/minute
COST (Canada): \$2.00/minute
COST (Power Line): Standard long-distance rates to Seat-
tle, Washington apply

PSYGNOSIS

1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live
assistance; automated tips available 24 hours a day, 365
days a year
COST: 95¢/minute for automated tips, \$1.35/minute for
live assistance

SEGA

1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips,
\$1.50/minute for live assistance
COST (Canada): \$1.50/minute

SIERRA

1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific
Standard Time) for live assistance; automated support
available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips,
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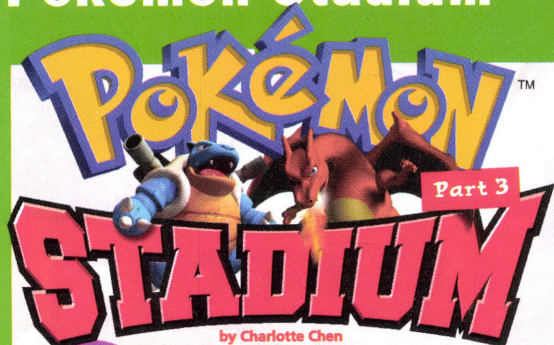
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by Charlotte Chen

After too many hours of watching *Pokémon Stadium*'s dancing mushrooms spewing out powder while three-headed palm trees bombard them with eggs, I've finally begun to question my sanity. However, the drooling and glazed eyes are all worth it, since I've finished the third and final installment of our *Pokémon Stadium* strategy guide. The last three areas (rounding out the count to 14) are the Round 2 Gym Leader Castle, the Round 2 Tournaments and the Kid's Club—so let's dive right in!

XII. Gym Leader Castle Round 2

Note: All enemy Pokémon are the same level as the highest level Pokémon in your party...unless none of your Pokémon are over level 50. In that case, all the enemy Pokémon will be at level 50.

The Gym Leader Castle is set up with the exact same line-up as in Round 1, with the same three trainers and Gym Leaders facing you at each Gym. Each Gym Leader specializes in a certain Pokémon type; once you defeat the eight leaders, you'll face the Elite Four and your Rival a second

time. The main difference in the Round 2 Gym Leader Castle is that all the trainers have new and stronger kinds of Pokémon. Once a Gym is open, you never have to fight through it again, so you can gain an advantage by selecting new Pokémon for each new Gym you enter.

1. Pewter Gym



Bug Boy

Pokémon: Paras, Rattata, Spearow, Pidgeotto, Beedrill, Butterfree



Lad

Pokémon: Ivysaur, Arbok, Zubat, Gloom, Exeggcute, Venonat



Jr. ♂

Pokémon: Farfetch'd, Diglett, Pidgeot, Kabutops, Sandshrew, Graveler



Gym Leader: Brock

Pokémon: Onix, Golbat, Golem, Ninetales, Dugtrio, Omastar

Brock specializes in Rock-type Pokémon, which are weak against Water, Grass, Fighting and Ground-type attacks.

2. Cerulean Gym



Fisher

Pokémon: Wartortle, Poliwhirl, Diglett, Cloyster, Seaking, Eevee



Jr. ♀

Pokémon: Pidgeotto, Seadra, Kadabra, Electrode, Dugtrio, Clefairy



Swimmer

Pokémon: Tentacruel, Horsea, Wartortle, Primeape, Wigglytuff, Poliwrath



Gym Leader: Misty

Pokémon: Starmie, Exeggutor, Seadra, Dugtrio, Blastoise, Dewgong

Misty specializes in Water-type Pokémon, which are weak against Electric and Grass-type attacks.

3. Vermilion Gym



Sailor

Pokémon: Machoke, Fearow, Kingler, Slowbro, Primeape, Golduck



Rocker

Pokémon: Porygon, Golbat, Electrode, Raichu, Kangaskhan, Magnetron



Old Man

Pokémon: Victreebell, Arcanine, Charmeleon, Parasect, Persian, Butterfree



Gym Leader: Surge

Pokémon: Raichu, Tangela, Poliwrath, Lickitung, Electabuzz, Electrode

Surge specializes in Electric-type Pokémon, which are weak against Ground-type attacks.

4. Celadon Gym



Lass

Pokémon: Dragonair, Wigglytuff, Farfetch'd, Dugtrio, Vileplume, Raticate



Beauty

Pokémon: Starmie, Seaking, Dodrio, Pidgeot, Rhydon, Aerodactyl



Cool ♀

Pokémon: Marowak, Chansey, Parasect, Nidoqueen, Nidoking, Lickitung



Gym Leader: Erika

Pokémon: Vileplume, Clefable, Tangela, Dewgong, Victreebell, Exeggutor

Erika specializes in Grass-type Pokémon, which are weak against Fire, Ice, Poison, Flying and Bug-type attacks.

5. Fuchsia Gym



Juggler

Pokémon: Clefable, Slowbro, Electabuzz, Alakazam, Mr. Mime, Electrode



Tamer

Pokémon: Kingler, Sandslash, Scyther, Victreebell, Machop, Persian



Biker

Pokémon: Kabutops, Muk, Ditto, Weezing, Jynx, Tentacruel



Gym Leader: Koga

Pokémon: Venomoth, Muk, Weezing, Hypno, Tangela, Parasect

Koga specializes in Poison-type Pokémon, which are weak against Ground, Psychic and Bug-type attacks.

6. Saffron Gym



Cueball

Pokémon: Poliwrath, Primeape, Dewgong, Sandslash, Aerodactyl, Rhydon



Burglar

Pokémon: Ninetales, Weezing, Arcanine, Clefable, Machop, Rapidash



Medium

Pokémon: Lapras, Magmar, Gengar, Golbat, Lickitung, Tentacruel



Gym Leader: Sabrina

Pokémon: Alakazam, Snorlax, Mr. Mime, Hypno, Exeggutor, Wigglytuff

Sabrina specializes in Psychic-type Pokémon, which are weak against Bug-type attacks.



7. Cinnabar Gym



Judoboy

Pokémon: Marowak, Primeape, Raticate, Nidoking, Scyther, Machop



Nerd

Pokémon: Electrode, Gengar, Golem, Exeggutor, Muk, Cloyster



Psychic

Pokémon: Slowbro, Alakazam, Poliwrath, Starmie, Jynx, Magnetron



Gym Leader: Blaine

Pokémon: Charizard, Magmar, Rapidash, Chansey, Tangela, Parasect

Blaine specializes in Fire-type Pokémon, which are weak against Water, Ground and Rock-type attacks.

8. Viridian Gym



Rocket

Pokémon: Golbat, Raticate, Persian, Kangaskhan, Dodrio, Parasect



Lab Man

Pokémon: Kabutops, Magnetron, Fearow, Hitmonchan, Poliwrath, Lickitung



Cool ♂

Pokémon: Omastar, Dodrio, Tentacruel, Clefable, Zapdos, Pinsir



Gym Leader: Giovanni

Pokémon: Persian, Tauros, Nidoqueen, Nidoking, Gengar, Moltres

Giovanni's lineup has three Poison-type Pokémon, which are weak against Ground, Bug and Psychic-type attacks.

9. Elite Four



Lorelei

Pokémon: Wigglytuff, Cloyster, Exeggutor, Starmie, Omastar, Articuno
Lorelei specializes in Ice-type Pokémon, which are weak against Fire, Fighting and Rock-type attacks.



Bruno

Pokémon: Clefable, Muk, Hitmonlee, Machop, Slowbro, Rhydon

Bruno specializes in Fighting-type Pokémon, which are weak against Flying and Psychic-type attacks.



Agatha

Pokémon: Jynx, Alakazam, Arbok, Gyarados, Venusaur, Gengar

Agatha specializes in Ghost-type Pokémon, which are weak against Ghost-type attacks. However, Arbok, Venusaur and Gengar are all weak against Psychic-type attacks, while Jynx and Alakazam are strong against them. Use Psychic and Bug-type attacks to take care of her whole crew.



Lance

Pokémon: Gyarados, Electabuzz, Charizard, Dragonite, Kangaskhan, Lapras

Lance specializes in Dragon-type Pokémon, which are weak against Ice and Dragon-type attacks.



Rival

Pokémon: Blastoise, Alakazam, Exeggutor, Magnetron, Arcanine, Sandslash

Your Rival has a diverse assortment of Pokémon, with Water, Psychic, Grass, Electric, Fire and Ground-types rounding out his team. You can take care of Sandslash, Exeggutor and Arcanine with Water and Ice attacks, take out Exeggutor with Fire-attacks, Blastoise with Electric-attacks and Magnetron with Ground-type attacks. Once you defeat your Rival you'll once again receive a Pokémon Present from Professor Oak that consists of Pokémon that you needed to choose in *Pokémon Red*, *Blue* or *Yellow*—Bulbasaur, Charmander, Squirtle, Hitmonlee, Hitmonchan, Eevee, Omanyte and Kabuto.

XIII. Round Two Tournaments

The remaining Round 2 Tournaments are the Petit, Pika and Poké Cups. The Poké Cup consists of four sub-tournaments; Poké Ball, Great Ball, Ultra Ball and Master Ball. The Petit and Pika Cups are for smaller, lower-level Pokémon, so the concentration is more on strategy than brute force. Each tournament has a set of eight trainers; for all the Balls in the Poké Cup, you face the same set of eight.

A. Poké Cup Round 2 (Level 50-55)

1. Poké Ball

Juggler

Pokémon: Hitmonlee L.52 (Fighting), Hitmonchan L.52 (Fighting), Graveler L.51 (Rock), Poliwhirl L.51 (Water), Abra L.52 (Psychic), Gastly L.51 (Ghost/Poison)

Juggler's Fighting and Poison-type Pokémon are weak against Psychic, while Poliwhirl is susceptible to Electric attacks.

Win: Boulder Badge

Biker

Pokémon: Koffing L.51 (Poison), Grimer L.51 (Poison), Machop L.52 (Fighting), Mankey L.53 (Fighting), Wigglytuff L.50 (Normal), Beedrill L.52 (Bug/Flying)

Biker has even more Fighting and Poison-type Pokémon. Use a strong Psychic, with a Fire or Electric-type to take care of Beedrill.

Win: Cascade Badge

Medium

Pokémon: Gastly L.50 (Ghost/Poison), Vulpix L.52 (Fire), Zubat L.53 (Poison/Flying), Lickitung L.50 (Normal), Butterfree (Bug/Flying), Seaking L.51 (Water)

Electric-type attacks will annihilate Butterfree, Zubat and Seaking; use a strong Ground-type attack to knock out Gastly and Vulpix.

Win: Thunder Badge

Rocker

Pokémon: Voltorb L.52 (Thunder), Magnemite L.50 (Thunder), Pikachu L.53 (Thunder), Exeggutor L.50 (Grass/Psychic), Gloom L.51 (Grass/Poison), Ivysaur L.52 (Grass/Poison)

Ground-type Pokémon can't be touched by an Electric-type attack, while the Grass-type Pokémon can be burned to a crisp with a Fire-type attack. It's tempting to use a Psychic-type Pokémon since there are two Poison-types in Rocker's lineup; however, Exeggutor is resistant to Psychic-type attacks.

Win: Rainbow Badge





Old Man

Pokémon: Dragonair L.51 (Dragon), Farfetch'd L.52 (Normal/Flying), Persian L.50 (Normal), Marowak L.52 (Ground), Omastar L.50 (Rock/Water), Ditto L.53 (Normal)

Dragonair, Farfetch'd and Marowak are weak against Ice-type attacks; Omastar and Farfetch'd fear Electric-type attacks.

Win: Soul Badge

Beauty

Pokémon: Dewgong L.50 (Water/Ice), Seadra L.51 (Water), Seaking L.52 (Water), Graveler L.52 (Rock), Rhyhorn L.52 (Rock/Ground), Pidgeotto L.53 (Normal/Flying)

Dewgong, Seadra, Seaking and Pidgeotto are weak against Electric-type attacks. Use Water-type attacks in case you need to face Graveler and Rhyhorn. A strong Surfing Pikachu is ideal for this battle.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Cloyster L.51 (Water/Ice), Ninetales L.52 (Fire), Rapidash L.53 (Fire), Arbok L.52 (Poison), Tentacruel L.51 (Water/Poison), Dragonair L.50 (Dragon)

Tamer likes to combine Poison attacks with Wrap, Fire Spin and Clamp, which will completely immobilize your Pokémon while its health continually drains. The only way to break out of the attack is to switch out your Pokémon. Good Electric-type and Ground-type Pokémon work fairly well; also choose Pokémon with high Speed stats so you can get the first hit.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Abra L.54 (Psychic), Slowpoke L.50 (Water/Psychic), Exeggcuter L.50 (Grass/Psychic), Drowzee L.51 (Psychic), Venomoth L.51 (Bug/Poison), Porygon L.50 (Normal)

Strong Bug-type attacks and Fire-type attacks will handle most of Psychic's team. Just in case you face Slowpoke, bring along an Electric-type or Grass-type Pokémon; make sure the Grass-type Pokémon's secondary type is NOT Poison.

Win: Earth Badge and Poké Ball trophy

2. Great Ball

Juggler

Pokémon: Gastly L.53 (Ghost/Poison), Haunter L.51 (Ghost/Poison), Gengar L.50 (Ghost/Poison), Drowzee L.52 (Psychic), Hypno L.50 (Psychic), Jynx L.52 (Psychic)

A good Psychic-type Pokémon will handle all three Ghost-types easily; keep a Fire-type or Bug-type handy for the Psychic and Ice-types.

Win: Boulder Badge

Biker

Pokémon: Arbok L.50 (Poison), Venomoth L.51 (Bug/Poison), Hitmonlee L.53 (Fighting), Hitmonchan L.53 (Fighting), Rapidash L.50 (Fire), Raticate L.51 (Normal)

Biker's Poison and Fighting-type Pokémon are weak against Psychic, while Rapidash is easily doused with a Water or Ground-type attack.

Win: Cascade Badge

Medium

Pokémon: Haunter L.51 (Ghost/Poison), Magmar L.51 (Fire), Zubat L.54 (Poison/Flying), Lickitung L.50 (Normal), Magnetron L.50 (Electric), Tentacruel L.51 (Water/Poison)

Once again, take care of the Poison-types with a Psychic Pokémon. The Electric and Fire-types can be knocked out with Ground-type attacks.

Win: Thunder Badge

Rocker

Pokémon: Magnetron L.50 (Electric), Electabuzz L.51 (Electric), Electrode L.53 (Electric), Parasect L.53 (Bug/Grass), Victreebel L.50 (Grass/Poison), Vileplume L.51 (Grass/Poison)

Fire-type attacks handle the Bugs and the Grass, Psychic-type attacks mow down the Poison-types and Ground-type Pokémon can't be touched by Electric-type attacks.

Win: Rainbow Badge

Old Man

Pokémon: Dragonair L.53 (Dragon), Charizard L.52 (Fire/Flying), Raichu L.51 (Electric), Scyther L.51 (Bug/Flying), Kangaskhan L.50 (Normal), Poliwrath L.50 (Water/Fighting)

The Dragon-type and Flying-type Pokémon can't stand Ice-type attacks, and the Water-type and Flying-type Pokémon will be knocked out with an Electric attack. Round out your team with a good Ground-type Pokémon to use against Raichu.

Win: Soul Badge

Beauty

Pokémon: Omastar L.50 (Rock/Water), Kingler L.50 (Water), Golduck L.51 (Water), Marowak L.52 (Ground), Onix L.53 (Rock/Ground), Fearow L.53 (Normal/Flying)

Use Electric types against the Water & Flying types and Ice or Water against the Ground types.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Raichu L.51 (Thunder), Magmar L.52 (Fire), Clefable L.51 (Normal), Seadra L.50 (Water), Pidgeot L.52 (Normal/Flying), Sandslash L.53 (Ground)

A good Ground-type is useful against Raichu and Magmar; if it also knows moves like Rock Slide, it will be effective against Pidgeot. Use a Water-type against Sandslash and Thunder-type against Seadra.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Mr. Mime L.51 (Psychic), Kadabra L.52 (Psychic), Exeggcuter L.54 (Grass/Psychic), Slowpoke L.50 (Water/Psychic), Drowzee L.51 (Psychic), Clefable L.50 (Normal)

Bug-type attacks will be super effective against the Psychic's team as long as none of your Bugs has a secondary Poison-type.

Win: Earth Badge and Great Ball Trophy

3. Ultra Ball

Juggler

Pokémon: Snorlax L.50 (Normal), Chansey L.51 (Normal), Machop L.51 (Fighting), Primeape L.53 (Fighting), Golem L.52 (Rock), Poliwrath L.52 (Water/Fighting)

The three Fighting-type Pokémon will be weak against Psychic and Flying-type Pokémon.

Win: Boulder Badge

Biker

Pokémon: Muk L.50 (Poison), Nidoqueen L.50 (Poison/Ground), Primeape L.52 (Fighting), Machop L.51 (Fighting), Pinsir L.53 (Bug), Seadra L.51 (Water)

The Poison and Fighting-type Pokémon are weak against Psychic; have a backup Pokémon that can use Electric and Fire-type attacks in case you face Pinsir and Seadra.

Win: Cascade Badge

Medium

Pokémon: Gengar L.51 (Ghost/Poison), Lapras L.50 (Water/Ice), Golbat L.53 (Poison/Flying), Ninetales L.52 (Fire), Magnetron L.51 (Electric), Aerodactyl L.52 (Rock/Flying)

The Flying and Water-type Pokémon are weak against Electric attacks, while the Fire and Electric-type can't hit a Ground-type Pokémon.

Win: Thunder Badge

Rocker

Pokémon: Jolteon L.51 (Electric), Electabuzz L.51 (Electric), Venusaur L.50 (Grass/Poison), Electrode L.53 (Electric), Vileplume L.52 (Grass/Poison), Tangela L.52 (Grass)

A good team of Ground and Psychic-type Pokémon can defeat Rocker easily.

Win: Rainbow Badge

Old Man

Pokémon: Dragonite L.55 (Dragon), Tauros L.50 (Normal), Moltres L.50 (Fire/Flying), Gyarados L.50 (Water/Flying), Magnetron L.50 (Electric), Rhydon L.50 (Rock/Ground)

An Ice-type is effective against the Dragon and Flying-types; a Ground-type will be strong against the Electric, Fire and Rock-types.

Win: Soul Badge



Beauty

Pokémon: Kabutops L.52 (Rock/Water), Blastoise L.50 (Water), Starmie L.51 (Water/Psychic), Golem L.53 (Rock), Sandslash L.52 (Ground), Dodrio L.51 (Normal/Flying)

The Water and Flying-types can't handle Electric attacks, and the Rock and Ground-types are weak against Water-types.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Tauros L.50 (Normal), Rapidash L.50 (Fire), Hitmonlee L.53 (Fighting), Persian L.51 (Normal), Raticate L.52 (Normal), Aerodactyl L.52 (Rock/Flying)

A good Fighting-type is effective against the Normal-types; Electric, Psychic and Water-type attacks handle the rest.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Mr. Mime L.50 (Psychic), Hypno L.50 (Psychic), Alakazam L.52 (Psychic), Slowbro L.50 (Water/Psychic), Jynx L.54 (Ice/Psychic), Chansey L.51 (Normal)

Strong Bug-type attacks will be effective against the Psychics. Once again, do not use any Poison-type Pokémon! Slowbro can be knocked out with Electric attacks, and Jynx is easily melted by a Fire-type Pokémon.

Win: Earth Badge and Ultra Ball Trophy

4. Master Ball

Juggler

Pokémon: Alakazam L.51 (Psychic), Kadabra L.53 (Psychic), Mr. Mime L.52 (Psychic), Electabuzz L.51 (Electric), Magmar L.51 (Fire), Clefable L.51 (Normal)

Don't worry too much about the Psychic lineup; Juggler only uses Metronome, so they're not guaranteed to use a Psychic-type attack against you. A good Bug-type and Ground-type team will work well.

Win: Boulder Badge

Biker

Pokémon: Weezing L.51 (Poison), Nidoking L.53 (Poison/Ground), Machop L.52 (Fighting), Poliwrath L.50 (Water/Fighting), Flareon L.52 (Fire), Kangaskhan L.51 (Normal)

Psychic-types are effective against the Poison and Fighting-types; a strong Water-type will do well against Flareon and Kangaskhan.

Win: Cascade Badge

Medium

Pokémon: Gengar L.50 (Ghost/Poison), Haunter L.51 (Ghost/Poison), Golbat L.53 (Poison/Flying), Magmar L.53 (Fire), Ninetales L.52 (Fire), Lapras L.50 (Water/Ice)

Use Psychic-types versus Poison-types, Ground-types or Water-types versus Fire and Electric-types against Water-types.

Win: Thunder Badge

Rocker

Pokémon: Zapdos L.50 (Electric/Flying), Jolteon L.53 (Electric), Raichu L.54 (Electric), Exeggcuter L.50 (Grass/Psychic), Tangela L.51 (Grass), Victreebell L.51 (Grass/Poison)

Zapdos may be a Flying-type, but he isn't hurt much by Electric-type attacks. Moves like Rock Slide will be best against him...and your Ground-type Pokémon should be excellent against Zapdos, Jolteon and Raichu. If you have a strong Pokémon that knows Ice and Fire-type attacks, you'll have no problems with Rocker.

Win: Rainbow Badge

Old Man

Pokémon: Dragonite L.55 (Dragon), Articuno L.50 (Ice/Flying), Arcanine L.50 (Fire), Pinsir L.50 (Bug), Electrode L.50 (Electric), Snorlax L.55 (Normal)

The best team to use against the Old Man is a strong trio of Ground, Fire and Ice-type Pokémon.

Win: Soul Badge

Beauty

Pokémon: Gyarados L.51 (Water/Flying), Tentacruel L.52 (Water/Poison), Vaporeon L.50 (Water), Rhydon L.53 (Rock/Ground), Dugtrio L.51 (Ground), Aerodactyl L.51 (Rock/Flying)

Four of the Pokémon are either Flying or Water-types, which are both weak against Electric-type attacks. Make sure your Electric-type Pokémon is accompanied by a good Ice or Water-type in case you face Rhydon and Dugtrio.

Win: Marsh Badge

Semifinal: Tamer

Pokémon: Charizard L.52 (Fire/Flying), Venusaur L.51 (Grass/Poison), Kingler L.51 (Water), Scyther L.53 (Bug/Flying), Dugtrio L.51 (Ground), Persian L.51 (Normal)

Electric and Fire-type Pokémon are best to use against Tamer.

Win: Volcano Badge

Final Battle: Psychic

Pokémon: Alakazam L.51 (Psychic), Hypno L.51 (Psychic), Slowbro L.50 (Water/Psychic), Exeggutor L.51 (Grass/Psychic), Starmie L.52 (Water/Psychic), Jynx L.52 (Ice/Psychic)

Fire, Electric and Bug-type Pokémon are best to use against Psychic's team.

Win: Earth Badge and Master Ball Trophy

B. Petit Cup Round 2 (Level 25-30)

Bug Boy

Pokémon: Magikarp L.26 (Water), Caterpie L.26 (Bug), Ekans L.26 (Poison), Oddish L.26 (Grass/Poison), Bellsprout L.26 (Grass/Poison), Exeggcuter L.26 (Grass/Psychic)

Psychic and Fire-types will do fine against Bug Boy. Magikarp doesn't do much except a weak tackle, so it's not necessary to bring out your Electric-types.

Win: Boulder Badge

Lad

Pokémon: Pidgey L.26 (Normal/Flying), Weedle L.26 (Bug/Poison), Ditto L.26 (Normal), Bulbasaur L.27 (Grass/Poison), Paras L.26 (Bug/Grass), Zubat L.26 (Poison/Flying)

Psychic and Fire-types are once again the best team to use against Poison and Grass-types.

Win: Cascade Badge

Sailor

Pokémon: Krabby L.26 (Water), Horsea L.26 (Water), Rattata L.27 (Normal), Shellder L.26 (Water), Machop L.26 (Fighting), Nidoran ♂ (Poison)

Electric-types and Psychic-types will do well against Sailor's Water and Poison-type Pokémon.

Win: Thunder Badge

Nerd

Pokémon: Geodude L.25 (Rock), Gastly L.25 (Ghost/Poison), Voltorb L.25 (Electric), Shellder L.25 (Water), Koffing L.30 (Poison), Exeggcuter L.30 (Grass/Psychic)

Electric, Psychic, and Fire-types are the best team to use against Nerd.

Win: Rainbow Badge

Jr. ♀

Pokémon: Goldeen L.26 (Water), Spearow L.27 (Normal/Flying), Squirrel L.27 (Water), Nidoran ♀ (Poison), Poliwhip L.26 (Water), Jigglypuff L.27 (Normal)

Your Electric and Psychic-type Pokémon once again are the premiere team to use.

Win: Soul Badge

Jr. ♂

Pokémon: Clefairy L.25 (Normal), Magnemite L.25 (Electric), Abra L.25 (Psychic), Cubone L.30 (Ground), Growlithe L.25 (Fire), Charmander L.30 (Fire)

Use Ground and Water-type Pokémon for the battle against Jr. ♂.

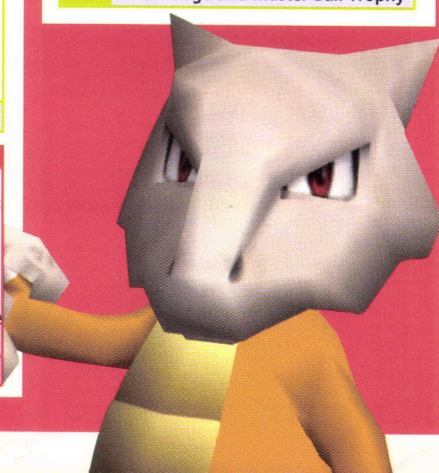
Win: Marsh Badge

Semifinal: Lass

Pokémon: Kabuto L.30 (Rock/Water), Pikachu L.25 (Electric), Vulpix L.25 (Fire), Diglett L.25 (Ground), Meowth L.25 (Normal), Eevee L.30 (Normal)

Use Water-type Pokémon, with a good Electric-type to defeat Lass.

Win: Volcano Badge





Final Battle: Pknniac

Pokémon: Omanyte L.30 (Rock/Water), Farfetch'd L.25 (Flying), Dratini L.30 (Dragon), Sandshrew L.25 (Ground), Psyduck L.25 (Water), Voltorb L.25 (Electric)
 You'll need a team of Pokémon that knows Electric, Ice, Ground and Water-type attacks to win the Petit Cup trophy.

Win: Earth Badge and Petit Cup trophy

C. Pika Cup Round 2 (Level 15-20)

Bug Boy

Pokémon: Butterfree L.16 (Bug/Flying), Ekans L.16 (Poison), Venonat L.16 (Bug/Poison), Scyther L.16 (Bug/Flying), Ivysaur L.16 (Grass/Poison), Farfetch'd L.16 (Normal/Flying)
 Bug Boy's team of Flying and Poisonous Pokémon will be no match for your Psychic and Electric-types.

Win: Boulder Badge

Lad

Pokémon: Tangela L.16 (Grass), Wartortle L.16 (Water), Cubone L.18 (Ground), Poliwrath L.18 (Water/Fighting), Pidgeotto L.16 (Normal/Flying), Pinsir L.16 (Bug)
 The Water and Flying-types are weak against Electric, while the Grass and Bug-types are weak against Fire. Be careful of Cubone, who is super effective against Electric and Fire. You may want to bring in a Water-type just in case.

Win: Cascade Badge

Swimmer

Pokémon: Fearow L.20 (Normal/Flying), Seadra L.17 (Water), Kingler L.15 (Water), Slowbro L.17 (Water/Psychic), Wigglytuff L.15 (Normal), Dewgong L.16 (Water/Ice)
 A strong Electric-type takes care of all the Swimmer's Pokémon. You may be tempted to use a Grass-type, but beware of Dewgong's Ice Beam, which is super effective against Grass.

Win: Thunder Badge

Burglar

Pokémon: Ninetales L.18 (Fire), Onix L.17 (Rock/Ground), Tentacruel L.15 (Water/Poison), Drowzee L.15 (Psychic), Dugtrio L.18 (Ground), Nidoking L.17 (Poison/Ground)
 One good Water-type Pokémon will douse Ninetales and erode Onix and Dugtrio. Use a strong Psychic-type Pokémon against Tentacruel and Nidoking.

Win: Rainbow Badge

Hiker

Pokémon: Mr. Mime L.15 (Psychic), Golduck L.15 (Water), Exeggutor L.20 (Grass/Psychic), Gengar L.20 (Ghost/Poison), Lickitung L.15 (Normal), Raticate L.20 (Normal)
 Bug, Electric and Ice-types are all necessary to destroy Hiker's Pokémon.

Win: Soul Badge

Mr. Fix

Pokémon: Electrode L.15 (Thunder), Muk L.15 (Poison), Porygon L.20 (Normal), Charameleon L.18 (Fire), Lapras L.17 (Water/Ice), Raichu L.17 (Electric)
 Use a Ground-type, Psychic and Electric-type trio to defeat Mr. Fix's Pokémon.

Win: Marsh Badge

Semifinal: Lass

Pokémon: Gyarados L.20 (Water/Flying), Cloyster L.15 (Water/Ice), Arcanine L.20 (Fire), Rhydon L.15 (Rock/Ground), Jynx L.15 (Ice/Psychic), Clefable L.15 (Normal)

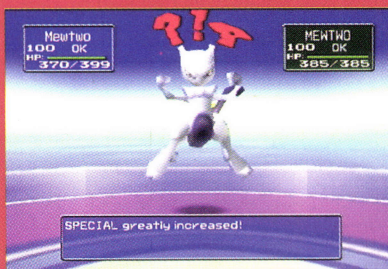
Win: Volcano Badge

Final Battle: Fisher

Pokémon: Dragonair L.20 (Dragon), Kangaskhan L.15 (Normal), Golem L.15 (Rock), Alakazam L.20 (Psychic), Machop L.15 (Fighting), Starmie L.15 (Water/Psychic)
 Ice, Bug-type, Electric-type and Psychic-type Pokémon will be needed if you want to win the Pika Cup trophy. Also use status-affecting attacks like Toxic, Leech Seed or Thunder Wave to increase your chances.

Win: Earth Badge and Pika Cup trophy

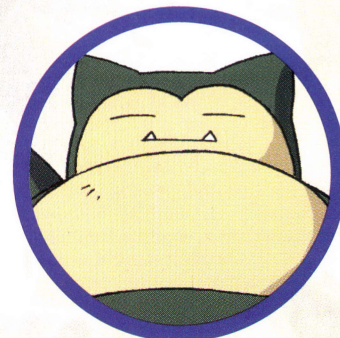
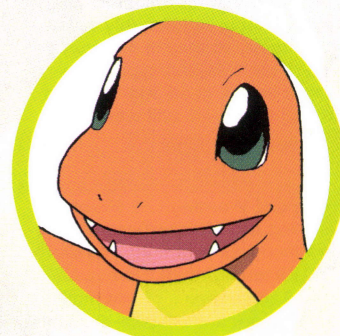
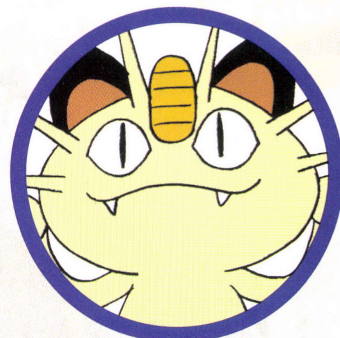
D. Vs. Mewtwo Round 2



Once you completely finish *Pokémon Stadium's* Round 2 mode, you get another whack at Mewtwo. Mewtwo's Thunderbolt technique from the Round 1 encounter has been replaced with Amnesia; it's a status increasing technique that drastically increases Mewtwo's Special rating while simultaneously increasing Mewtwo's resistance to Special attacks. Use your own Mewtwo against him, along with a high-level Ditto and a Mew that knows Transform. Although Mewtwo is powerful, remember that he only has a limited amount of PP, so once he runs out of attacks you can easily defeat him while he struggles. Round out your team with three strong Bug-type Pokémon that know status-affecting skills like Toxic or Thunder Wave and you'll take Mewtwo down a second time.

E. Bonus Stickers in the Gallery

After you completely finish Round 2, you can access 16 new wallpapers in the Gallery Mode. Move the selector over the "Print" option, then press and hold the **L + R** buttons. "Print" should change to "Bonus." When you select "Bonus," you'll be able to choose from 16 new wallpapers that you can print at a *Pokémon Snap!* station at your local Blockbuster Video store.





XIV. Kid's Club

The Kid's Club is the only area of *Pokémon Stadium* that supports four-player simultaneous play; you and three friends can



compete in nine different mini-games, *Mario Party*-style. You can start playing right away in "Pick a Game" mode; however, if you want to keep score, "Who's the Best?" will

tabulate how many wins each player has. Under "Who's the Best?" you can set the amount of wins required to become the champion from 1 to 9. If you play "Who's the Best?" on Hard mode against three computer-controlled opponents and win five consecutive games in a row, you'll be rewarded with Hyper mode. The easiest way to do this is to set the amount of wins required to nine, then intentionally lose four or five games in a row. This gives you the opportunity to choose the mini-games you want to play, since the player with the fewest amount of wins always gets to choose the next game. Pick the game you excel at and keep picking it until you win! If you're not very good at any of the games, you can always cheat in "Clefaury Says" by writing down the arrow sequences. Even if you and a computer opponent tie for first place, you will still get Hyper mode as long as you don't lose any of the five consecutive games.



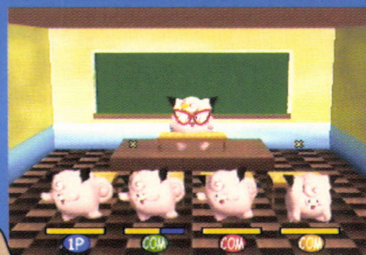
1. Magikarp's Splash



If you fished up a Magikarp or bought one in *Pokémon Red*, *Blue* or *Yellow* for the exorbitant sum of \$500, you

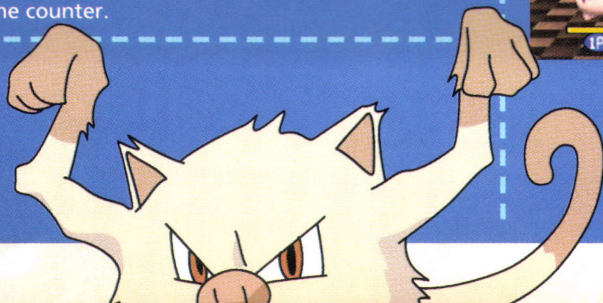
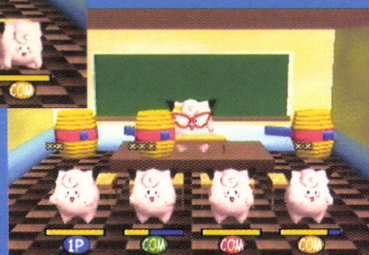
know that its first attack, Splash, is a completely useless and pointless maneuver that literally does nothing. Now Splash comes in handy to play a Mini-Game! All you have to do is bounce your Magikarp to see how many times you can hit it against a counter hanging above it. Holding the **A** button makes your Magikarp bounce higher. Tapping **A** makes your Magikarp bounce more quickly, but not high enough to hit the counter.

2. Clefaury Says



Corporal punishment is alive and well in the Clefaury classroom. This mini-game tests your memory, "Simon Says"-style. Arrows pointing in different

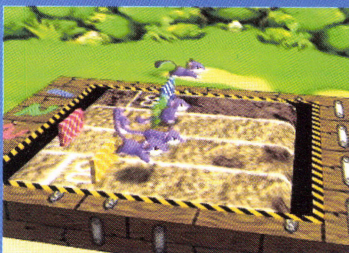
directions will appear on the blackboard, and you need to input the directions on the D-pad from memory. Your Clefairy will dance according to the directions you entered; if you made any errors, it gets a whack on the head from a mallet. The easiest way to remember the arrows is to sing along in your head in tune with the fruity song they dance to. "Left, Right, Up, Down..."





3. Run, Rattata, Run

This is fairly straightforward, button-mashing action. Hit **A** as quickly as possible while avoiding the hurdles. Try to concentrate on what's coming up on the treadmill, so you're ready to leap right away. Focusing on just your own track helps prevent you from getting distracted by the constantly panning camera.



4. Snore War

Drowzees compete to see who can stay awake the longest. Watch the swinging pendulum carefully; when it hits the red mark in the center it will flash. Cast "Hypnosis" whenever you see the flash. The background is really distracting, so concentrate on the pendulum.



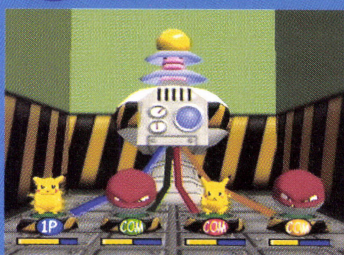
6. Sushi-Go-Round

This strange game involves using your Lickitung to run around and eat sushi revolving around a conveyor belt. The Japanese term for revolving sushi is "kaiten-zushi." Chefs continually make sushi as patrons pull plates off the belt. The goal of this mini-game is to rack up the biggest sushi bill. The best way to spend the most money is to eat multiple plates of the same sushi in a row; eat the most expensive plate and you could spend 5,000 yen. The sushi menu in Sushi-Go-Round doesn't identify the types of sushi, but resident sushi gourmet Anatole Brown determined their names by sight!



1,000 yen	Sea Urchin
600 yen	Salmon
350 yen	Shrimp
250 yen	Salmon roe
200 yen	Tuna roll
150 yen	Egg
50 yen	Cucumber roll
20 yen	Wasabi

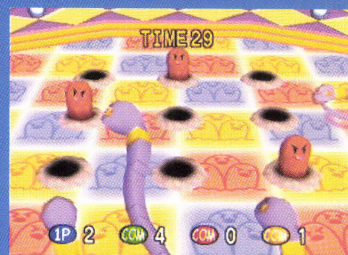
5. Thundering Dynamo



Pikachu and Electrode participate in this mini-game where you try to shock the other contestants before they shock you. Remember that **A** is blue and **B** is green; whenever the light flashes, press the button that corresponds to the color.

7. Ekans' Hoop Hurl

Although Ekans would probably eat Diglett for supper in real life, this mini-game is good clean fun. Throw Ekans around a Diglett; if you get an Ekans around a gold colored Diglett it counts as two.



8. Rock Harden



Kakuna and Metapod participate. Press **A** to turn hard before the boulder falls so you don't get smushed. If you watch the shadows, you can see when to harden. If several boulders are falling close together, continue pressing **A** until they all pass.

9. Dig! Dig! Dig!

Sandshrew competes to see which one can hit the underground water pipeline first by hitting the **L** and **R** buttons. It's easier to accomplish if you look at the buttons instead of the screen.



Conclusion

Since there wasn't anywhere else for me to say this, here it is: If you used a GameShark to enhance your Pokémon's status or levels beyond their maximum capabilities, transferring them into *Pokémon Stadium* will cause them to revert back to normal. That is, if you've pumped up a Pokémon to level 255, once you transfer it into *Pokémon Stadium* it will fall to level 100. Now it's time for me to take a long and relaxing vacation...

Tournament Report

by
Jason
Wilson

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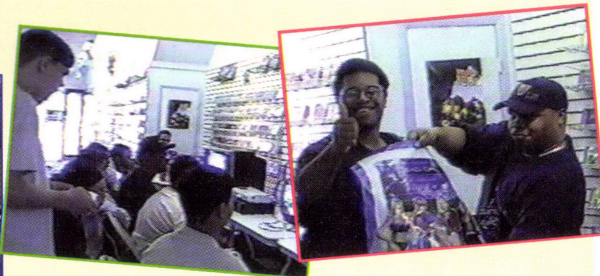
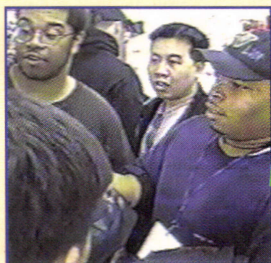


Tournament Report

This new monthly column will feature reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

Got Game? Tournament

Rock Solid Gamerz, promoter of local tournaments throughout the Philadelphia, PA area, held its first slew of tournaments at the Got Game? video game store on March 26, 2000 with approximately 35 participants! Trash talking was everywhere, but that did not stop Mike Unruh from taking home the *Crazy Taxi* and *NFL 2K* crown! Here are the results:



For more information on Got Game?'s upcoming tournaments, call (215) 627-8239.

Crazy Taxi (Three-minute mode)

1. Mike Unruh—\$2,948.43
2. Jeff Kocher—\$2,542.57

Dead or Alive 2 (Team Battle Mode)

1. Don Nickens
2. Jeff Kocher

Soul Calibur (Versus Mode, 2 out of 3 rounds)

1. Jeff Kocher (Cervantes)
2. Don Nickens (Lizardman)

NFL2K (Full Game)

- Mike Unruh defeats Henry Kitchen in final match 52-13. (Vikings vs Seahawks).

TOURNAMENT CALENDAR

May 28, 2000

Philadelphia Marvel vs. Capcom 2 / Tekken Tag Tournament Extravaganza

Contact: Got Game?

644 South Street

Philadelphia, PA

(215) 627-8239

Fighting game fans are invited to demonstrate their prowess at two of the most recent beat-'em-up games; winners will receive cash prizes and goodies courtesy of the Got Game? video game store.

June 17, 2000

Florida State Street Fighter Championships

Contact: Nelson Santamaria

Miami Lakes, FL

(305) 620-1418

NASRJDA@aol.com

Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships starting April 15 and continuing monthly at various local arcades on the third Saturday of each month. Each tournament will consist of a single elimination, two out of three match, three out of five round *Street Fighter Alpha 3* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!

May 27-28, 2000

East Coast Championships 2000

Eight on the Break

Dunnellen, NJ

(732) 752-8880

The East Coast Championships 2000 will be held May 27 and 28, 2000 at Chris Cotty's Eight on the Break in Dunnellen, New Jersey. Games

scheduled to be included in the tournament are *Super Street Fighter II Turbo*, *Tekken Tag Tournament*, *Street Fighter Alpha 2*, *Street Fighter Alpha 3*, *Street Fighter III: 3rd Strike* and *Marvel vs. Capcom*. There will be a \$10 entrance fee for each tournament; all games will cost 50¢ for each match you play. Cash prizes will be awarded.

June 1-4, 2000

2nd Annual Twin Galaxies/Funspot International Classic Video & Pinball Tournament

Funspot

U.S. Route 3

Weirs Beach, NH

(603) 366-4377

A high-score contest on nearly 125 classic video game and pinball titles from the early 1980s. The top 10 scores on each game will be recorded in next year's edition of *Twin Galaxies' Official Video Game & Pinball Book of World Records*. Nearly 100 golden age video game titles will be featured along with about 40 vintage pinball games. Call (603) 366-4377 for more info, or visit Twin Galaxies on the web at www.twingalaxies.com.

June 24-25, 2000

SF2K: Midwest Street Fighter Championships 2000

Capcom's *Super Just Games*

557 Waukegan Road

Northbrook, IL 60062

(847) 559-8727

Over 500 competitors from 25 states and Canada have competed at Super Just Games' annual *Street Fighter* tournaments in the past. Located in a suburb of Chicago, Super is known as one of the premier tournament sites in the

Midwest. Past winners include nationally known players like Mike Watson, John Choi and Eddie Lee. The tournament kicks off on Saturday with the *Street Fighter Alpha 3* preliminaries at 12 PM (the top 16 players qualify for Sunday's finals), followed by *Street Fighter Alpha 2* at 3 PM and *Super Street Fighter II Turbo* at 6 PM. Sunday's finals feature *Street Fighter Alpha 3* at 12 PM and *Street Fighter III: Third Strike* at 2 PM. All games will be equipped with Happ 360 joysticks for optimum performance. All events follow a double elimination format with the winner taking two out of three matches except for *Super Street Fighter II Turbo* and Sunday's *Street Fighter Alpha 3* finals, which will both be three-out-of-five matches. Players may re-enter as many times as they like in Saturday's *Street Fighter Alpha 3* qualifying rounds for \$5 until all 16 spots for Sunday's finals have been filled. A \$10 fee will be charged and there is a \$2.00 entrance fee to enter Super Just Games which is not included in the tournament entrance fees. There will also be free pizza during qualifying rounds on Saturday for all paid tournament participants. Top players from each tournament will receive cash prizes, subscriptions to *TIPS & TRICKS*, a Sega Dreamcast, Sega Dreamcast games, framed plaques commemorating their achievements and Sony PlayStation games, courtesy of Capcom, *TIPS & TRICKS* Magazine and Twin Galaxies. In addition, the top 10 players overall (in each tournament except *Marvel vs. Capcom 2*) will receive a copy of the Twin Galaxies Book of World Records and cash prizes as follows:

1st Place—\$500
2nd Place—\$250
3rd Place—\$150



Welcome to the world of wacky video-game goodies; the universe of happy, funny toys, controllers and other good junk. It's here that we chronicle the ins and outs of the *Tips & Tricks* offices; if something shows up on somebody's desk and somebody else looks at it and says, "Cool!", then we know for sure that it belongs in the...

COOL ZONE



This is but one of a long string of promotional goodies that were sent to us by Sony a while back. We don't know what a glass ball has to do with *Spyro 2*, but it looks pretty and makes for a nice paperweight.



This here's the biggest console joystick we've ever seen! Manufactured by Blaze, this enormous PlayStation stick is just over 28 inches long! It features turbo fire and slow motion functions for both players. Most of the surfaces are plastic but there's a metal sheet on the bottom side and big rubber feet to keep it sturdy.

Here is the controller that comes with the new PlayStation 2 import game *DrumMania*. Like *Guitar Freaks* and *Beatmania*, this is the newest port of Konami's Bemani series of arcade games to the home console. This set simulates a snare drum, two toms, a hi-hat and cymbal. There's even a foot pedal for the bass drum that plugs into the front. It totally rocks!



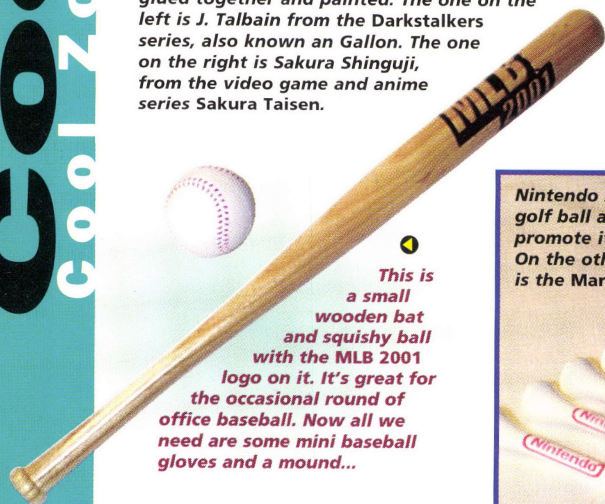
Here are two resin models that Ara bought at a recent anime convention. These types of models usually come in pieces that must be glued together and painted. The one on the left is J. Talbain from the *Darkstalkers* series, also known as Gallon. The one on the right is Sakura Shinguji, from the video game and anime series *Sakura Taisen*.



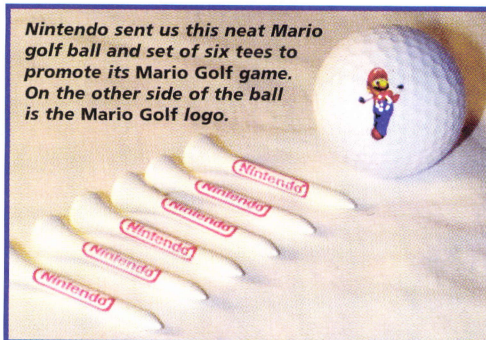
This cool gadget isn't a Zippo lighter; it's a ZipLight! It looks an ordinary brass Zippo from the outside, but flick open the top and you'll see a mini-flashlight inside! The device turns on and off automatically as you open and close it. Embossed on the front is the awesome *Resident Evil: Code Veronica* logo.



To hype up its new Sammy Sosa Softball Slam game, the 3DO Company sent us a pair of 22-ounce bottles of Softball Slam Suds. It was bottled at a local micro-brewery in San Carlos, California. For grownups only!



This is a small wooden bat and squishy ball with the MLB 2001 logo on it. It's great for the occasional round of office baseball. Now all we need are some mini baseball gloves and a mound...



Nintendo sent us this neat Mario golf ball and set of six tees to promote its *Mario Golf* game. On the other side of the ball is the Mario Golf logo.



Here's another third-party product that takes the place of Sony's Multitap. It's got an unnecessarily large clear plastic shell so you can view the electronics inside. From Pelican Accessories.



TIPS & TRICKS™

BACK ISSUES

1997

January -(X971) X-Men vs. Street Fighter: Tomb Raider, Wave Race 64, Kizuna Encounter

February -(X972) Virtua Fighter 3: Sonic 3D Blast, Persona

March -(X973) Mario Kart 64: Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

April -(X974) Turok: Dinosaur Hunter (Part 1): Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

May -(X975) Real Bout: Fatal Fury Special: Killer Instinct Gold, Turok: Dinosaur Hunter (Part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

June -(X976) Street Fighter III: Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

July -(X977) Tekken 3: Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

October -(X97A) Castlevania—Symphony of the Night: Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (Part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

December -(X97C) Diddy Kong Racing: MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (Part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

February -(X982) Bloody Roar: NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct,

Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

September -(X989) Parasite Eve: Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radical Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness

October -(X98A) Thrill Kill: F-Zero X, The Fifth Element, Street Fighter Alpha 3, Moto Racer 2, Iggy's Reckin' Balls, Kagero: Deception II, Soul Calibur, Spice World + Game Boy Camera Secrets

November -(X98B) Tenchu—Stealth Assassins: GT64 Championship Edition, Colony Wars: Vengeance, Knife Edge, Duke Nukem: Time to Kill, Ninja: Shadow of Darkness, Metal Gear Solid (Part 1)

December -(X98C) The Legend of Zelda—Ocarina of Time (Part 1): Rogue Trip, Bushido Blade 2, Armored Core: Project Phantasma, WCW/NWO Revenge, Metal Gear Solid (Part 2)

1999

January -(X991) Bust A Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February -(X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March -(X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June -(X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July -(X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of The Dead 2 (Part 2)

August -(X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September -(X999) Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

October -(X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November -(X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December -(X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January -(X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February -(X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March -(X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April -(X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

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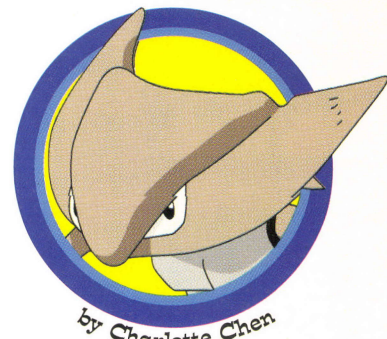
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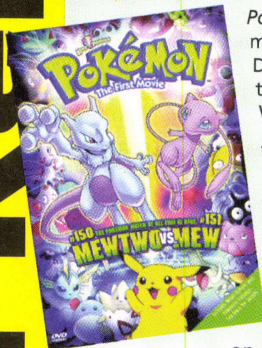
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POKÉMON REPORT

The FIRST MOVIE Comes Home

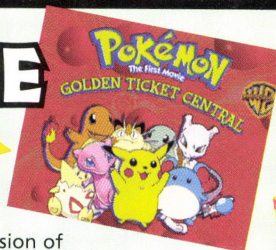


Pokémon: The First Movie premiered on home video and DVD on March 21. The home version of the \$87 million-grossing film includes an exclusive Wizards of the Coast Mewtwo trading card, the short subject *Pikachu's Vacation* and never-before-seen footage from Warner Bros.' upcoming theatrical release, *Pokémon: The Movie 2000* and *The Story of Mewtwo's Origin*. The release was marked with a parade down Broadway as a giant Poké Ball, a customized VW Bug, a marching band and dancing videos sauntered up to the entrance of the Times Square Warner Bros. Studio Store, where Pikachu popped out of the Poké Ball and unveiled five 24-karat replicas of the Golden Tickets. These replicas will remain on display until all five winners of the Warner

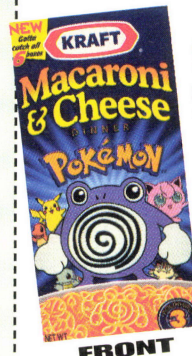
Bros.-sponsored Pokémon Golden Ticket Instant Win Game are confirmed. Five golden tickets were inserted into random VHS packages of *Pokémon: The First Movie*.

The lucky winners will receive:

- 1) Trip for two (child plus parent or guardian) to Japan.
 - 2) A chance to meet Mr. Ishihara, President of Creatures and the creator of the *Pokémon* card game. He'll sign the winners' cards and play the game with each winner.
 - 3) \$1,000 shopping spree at the Pokémon Center in Japan.
 - 4) A first-edition starter set of Team Rocket game cards.
- The Golden Ticket Instant Win Game will end on July 21, 2000, and is open to all legal residents of the U.S. and Canada, except in Florida and Quebec.



POKÉMON MAC & CHEESE



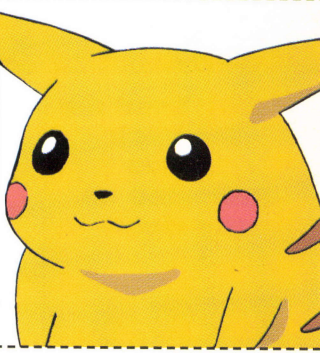
Mm-mmm, that Pikachu sure is tasty! Pikachu is now a bite-sized macaroni bit in your Kraft Macaroni & Cheese, along with Meowth, Poliwhirl, Jigglypuff, Squirtle and Charmander. Kraft makes six different boxes, each with one of the aforementioned Pokémon

gracing the box front. Inside each box you'll find six different Pokémon-shaped macaroni pieces ready for consumption. Latching onto the concept that all Pokémon-related merchandise must include the concept of trading, the back of every box also comes adorned with eight cut-out collector coins. There are 48 collector coins in all, and to gather them you'll have to eat Macaroni & Cheese seven days a week (not an entirely healthy prospect) or trade with your friends.



Canadian Pokémon Goods

Although the French-speaking provinces of Canada are at odds with Nintendo over the lack of a French language *Pokémon* video game, the Canada-based company Norben Products has continued creating innovative accessories and room decorations adorned with characters from the popular franchise. Pokémon images grace static cling decorations, suction cup signs, banners, skin stickers, clip-ons and even an entire Room Decoration kit.



Pokémon Jelly Glasses



Welch's new limited edition jelly glasses add a sweet lineup of Pokémon characters to grace its already considerable collectible jelly glass library. Pokémon shown on the tumblers are Pikachu, Togepi, Clefairy, Bulbasaur, Meowth, Squirtle, Charmander, Psyduck and Poliwhirl. The Pikachu tumbler is also used in Welch's Pokémon Coloring Contest, in which one hundred contestants will each win one



Game Boy Color. Contestants need to color in a Pikachu tumbler and draw in a picture of themselves in their favorite place. Entry forms can be downloaded from www.welchs.com.

Ara's globe-trotting Japanese friend



Atsushi swept through the *TIPS* & *TRICKS* offices recently, leaving a trail of glorious gifts in his wake. I was lucky enough to snag a Starter Pack of Japanese *Pokémon Neo* cards before he disappeared. The *Pokémon Neo* cards are based on *Pokémon Gold* and *Silver*, which debuted in Japan last November. It includes 60 cards (30 Energy Cards and 30



Trainer Cards), a damage counter, a Pokémon coin and a user's manual. *Pokémon Neo* is compatible with existing cards from *Pokémon Red* and *Blue* and practically doubles the amount of playable Pokémon cards, since there are one hundred new Pokémon in *Gold* and *Silver*. Unfortunately, these cards are still only available in Japan.

Shopping Spree



I picked up Togepe during a recent vacation to Taiwan. Togepe is made by Tomy, is approximately eight inches tall and comes with two AA batteries that enable it to chirp whenever its hand is pressed. During my quest to find Pokémon in the far east, I also stumbled into a



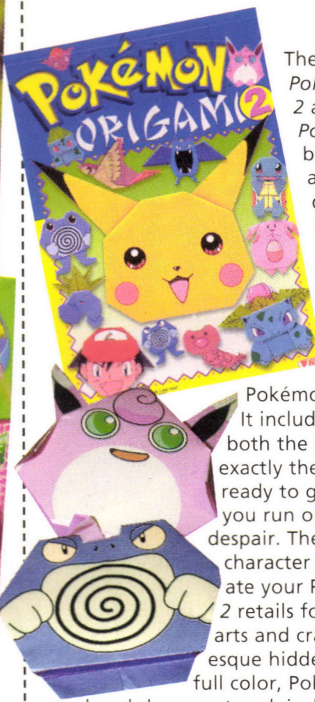
else in the office ventured to taste them. Every cracker was imprinted with a line drawing of a popular Pokémon, and tasted a little bit like Nilla wafers.



New Products
from
Hasbro

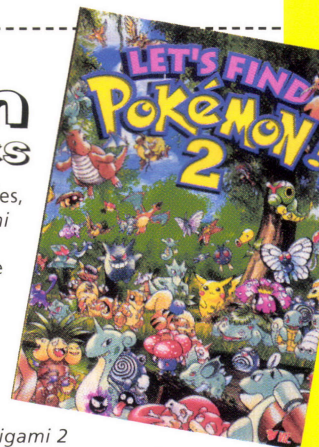
This 2' x 3', 200-piece puzzle by Hasbro is a poster and a character collector sheet all rolled into one! 150 Pokémon are charted, with diagrams connecting Pokémon according to their evolution. The puzzle comes with 150 Pokémon Ball stickers, so you can keep track

New
Pokémon
Books



These two Viz titles, *Pokémon Origami* 2 and *Let's Find Pokémon! 2*, are both excellent afternoon diversions for those lazy days of summer.

Pokémon Origami 2 combines the Japanese art of paper-folding and Pokémon to create a fun method to make your own characters, from Pikachu to Poliwhirl. The book includes instructions and special paper that has the character's coloring and faces printed in the right places, so your Pokémon are ready as soon as you fold them up. When you're out of the pre-printed paper, don't worry: there are instructions on how to fold every Pokémon so you can use your own paper and create your own Pokémon by yourself. *Pokémon Origami 2* costs \$8.95. Let's Find Pokémon! 2 is another book in the Let's Find series. It's a board game with the title, this time featuring a Walden board game style. It's a board game featuring 31 pages of Pokémon infested scenery. The detailed, illustrated book is by Kazunori Aihara. Let's Find



from: Bulbasaur, Charmander, Squirtle, Pikachu, Meowth and Clefairy. The object of the game is to gain the most points and earn the title of World's Greatest Pokémon Trainer before anyone else. In *Pokémon Master Trainer* it is possible to catch Pokémon, trade them and also engage in trainer battles.



of each Pokémon you've caught. Hasbro's *Pokémon Master Trainer* recreates Ash's travels throughout the world in *Pokémon Red* and *Blue*. You start out in Pallet Town and may only select one Start Pokémon, but this time there are six to choose



by Anatole Brown

日本 JAPAN REPORT!

PocketStation's House of Style

Atlus of Japan has been giving PocketStations some personality with the company's new *Pokelar* (not *Pokémon*!) stand sets. Like Sony's *Dokodemo Issyo* (see *Japan Report*, Feb. 2000), *Pokelar* is meant to inject some life into the PocketStation, but it also comes with arms and legs! Each *Pokelar* set costs 3,800 yen and comes with a small stand, body parts and *Pokelar* software for your PocketStation. Several different costumes are available, like the *Mech Pokelar* and the *Snowboarding Pokelar*. The *Pokelar* program allows you to change your PocketStation's facial expression to your liking. You can also use your Pocketstation as a TV remote, a scheduling planner and as a personal alarm. A *Pokelar* can also talk, making it the ultimate portable mini-friend. Why settle for a boring, egg-like shape when you can give your PocketStation a new look and some attitude?



ASSIMILATE THIS!



Are you scared of bugs? If you are, you may want to stay away from Bandai's new robot for the WonderSwan, called WonderBorg. WonderBorg is a small bug-like robot that can be programmed with the WonderSwan hand-held system. Each WonderBorg has two motors for the six legs and six sensors for various environmental information. The sensors can detect brightness, infrared signals and "light pheromones" for communicating with other WonderBorgs. The WonderBorg programming cartridge for the WonderSwan is called *Robot Works* and it has an infrared signal to send commands to the robot. You can program the WonderBorg's movements and its reactions to certain situations (kind of like the PlayStation game, *Carnage Heart*). The WonderBorg can also be fed "virtual food" through the cartridge. By communicating with other WonderBorgs by using the "light pheromones" system, the WonderBorgs can engage in contests with each other, like bug racing! The "shell" of each WonderBorg can be changed so you can choose the kind of bug you want. Each WonderBorg set will cost a hefty 12,800 yen and will be available in Japan in late August.



Dreamcast Television



Japan's CSK Electronics, the parent company of Sega, just announced the CX-1 Divers Series 2000 multimedia machine. The machine is shaped like Japan's Fuji TV Broadcasting Network logo. The all-in-one system contains Dreamcast hardware and allows you to play Dreamcast games. You can also access the internet, play music and even compose your own music with the included professional sound software. The CX-1 comes with a keyboard, a Dreamcast controller and the Dream Eye digital camera (see *Japan Report*, April 2000) for a whopping 88,888 yen! Oddly enough, the CX-1 is not being advertised as a variation of the Dreamcast system, but rather as an independent, multimedia computer. The CX-1 is limited to 1,000 machines and is distributed by Maxwell, although they're probably all gone by now!

Virtual Face



Olympus, the camera company, recently released a virtual "face mount display" to view various multimedia entertainment. The FMD-200 Eye Trek is primarily sold as a DVD movie viewing

device, but it is also advertised as a video game accessory to view 3-D games. The multiple A/V input allows it to be connected to any game machine, whether it be a PlayStation N64, Dreamcast or even a PlayStation2. The Eye Trek uses enhanced filters that boost color and sharpness. The face-wrapping shape and its lightweight design puts the game screen right up against the eyes, thus completely immersing the viewer into the game's "world". Apparently, playing Sega's *Shenmue* on the Eye Trek can lead to spiritual revelation! The Eye Trek costs 63,000 yen; not a cheap price, but it may be worth it just to shut out the rest of the world!



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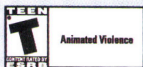
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